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*Virtua  
Fighter 4*

MAY  
No. 87  
2002

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With our master-level strategy guides, *TIPS & TRICKS* has been at the forefront of fighting game coverage since the days of the 16-bit Super NES and Sega Genesis. This issue's *Virtua Fighter 4* coverage continues that tradition of excellence; our tournament-caliber beat-'em-up experts dish out information that you just can't get from any other magazine.

**ON THE COVER:** Sega's genre-defining fighting game series comes to the PlayStation 2 with *Virtua Fighter 4*.

*Virtua Fighter 4* © SEGA-AM2 Co. LTD./SEGA CORPORATION 2001. All Rights Reserved.



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#### WHAT MONTH IS IT?

I just started getting your magazine a couple of months ago and I think it's great! Anyway, there are some questions I want to ask you. First, I've noticed that the date on your magazine is ahead of the current month. For example, I got your October issue in September, your December issue in November and so on. What's up with that? Also, why do PlayStation 2 and Xbox memory cards cost so much? Finally, I've come across your copyright in the bottom of your Cool Zone section and I noted a line that says "Published monthly with two exceptions (twice in May and twice in November)." What does that mean? On those months, should I expect two issues? If so, why didn't I get two in November? Thank you for your time and concern.

—Carlos Velasquez  
Pascagoula, MS

To answer your first question, it is true that each month's issue actually comes out in the previous month. Subscribers like yourself also receive the magazine before it hits the newsstands. Many other publications do this; some are even one or two months further ahead than that in the magazine business, it's important for each publication to project the image of "newness." If customers think that an issue at the newsstand is old, they won't want to buy it.

Regarding the PlayStation 2 and Xbox memory cards: Their prices are probably marked up by a certain amount. This is evidenced by the price difference between third-party memory cards and the official first-party ones. On the other hand, you don't necessarily need an Xbox memory card, since the console has a hard drive. PlayStation 2 memory cards are so huge that you could store about 30



**Final Fantasy XI will be the first game in the series to boast a massive online world for gamers to explore. But are console gamers ready for it?**

save files for many games and still have plenty of space left over.

Finally, that little box that appears at the bottom of Cool Zone is called an indicia. We are required to print it every month to disclose certain kinds of information, like our frequency of publication. We can't believe you took the time to read it; it's really tiny! The two extra issues in May and November are our special Codebooks, which collect all of the secret cheats that we've documented over the years but don't fit into the regular monthly issues.

#### ONLINE OR OFFLINE?

I have a question that really concerns me; I hope you can answer it. When I found out that *Final Fantasy XI* was only playable online, I got quite upset because we don't have Internet access, or the money for it. Does Squaresoft plan to make the future *Final Fantasy* games strictly online, or the way they were before?

—Craig Grotiot  
Pueblo, CO

You have every right to be concerned, Craig, because Squaresoft is not the only developer that's trying to bring its role-playing games to the online world. This is a whole new area that has not traditionally been a factor in console gaming, so it's understandable to see why so many people are excited about it. Be assured that in the coming years, it will be cheaper and cheaper to play games online, and the companies who make massive online RPGs will only survive if they are able to provide them to gamers like yourself at an affordable price.

On the other hand, there is the issue of whether console gamers will even accept this new kind of RPG. The structure and format of a totally online game has to be very different from a traditional console RPG. It's not necessarily better or worse, it's just

new and different. It's possible that *Final Fantasy XI* will fail miserably. If this happens, you can be sure that Squaresoft will go right back to making RPGs like it have been. On the other hand, if it's very successful, we wouldn't be surprised if traditional "offline" console RPGs started to take a back seat.

#### SHOCKING GAMES

I have been a subscriber since 1995. As I go through your magazines, I learn more and more about the games I am playing. In the February issue, there was a section on *Metal Gear Solid 2*. I had beaten the game a month before, so I went back to try out all the things you talked about in

(continued on page 10)

#### TOKEN OF THE MONTH



This month's token comes from *Hotshots Indoor Sports* in Livermore, California. It was sent in by Tyler Vlk, also from Livermore. Thanks, Tyler!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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**Blasting condiments to bits in Metal Gear Solid 2. What does it all mean?**

your magazine. As I was playing through the tanker, I went into where the lockers are and activated all of the guards by hitting one of the posters in the groin area. Then I ran into the other locker with a poster in it to hide. As I was hiding, I accidentally hit the R1 button while I was crouched...and to my amazement, Snake leaned forward and KISSED the poster. I was in total shock. It made the noise and everything. I ran to an empty locker and tried it out and he didn't do it there. Does Konami really have that much time on their hands to come up with this stuff? I mean, some of the stuff is so little that you can only find it by complete accident.

Thanks—you guys are the best. I will always stay loyal to *TIPS & TRICKS*.  
—Matthew Saindon  
Yucaipa, CA

Much of the appeal of the Metal Gear Solid games is derived from the fact that they're loaded with all of those little details. They are supposed to be there so that you do find them by complete accident—the designer of the game is trying to surprise and shock you, and it looks like he did a pretty good job of it. At the same time, it's also a kind of trick to get people to play the game for long periods of time, trying to uncover all the unusual details. However, you do bring up a good point that has not really been discussed very much. Sure, you can make Snake do this or that, and it makes a funny sound or whatever, but because all those things don't have any effect on the rest of the game, it ends up feeling like a gimmick. You don't get any special reward for discovering those details. On the other hand, judging by the sales of games like Metal Gear Solid 2 and Grand Theft Auto III in which the player is free to interact with the environment in a variety of ways, these seem to be the things that people really want in their games, so who are we to quibble?

## Q & A WITH MR. NO

Hi! My name is Nick and I have a question. My older brother Chris—an Xbox fan—says that some of the games for the Nintendo GameCube have sent kids into seizures. Is that true?

—Nick Selvo  
Bartlett, TN

No.

You know the game *Max Payne*? Well, my bus driver's name is Regina Payne!

Could they be related?

—Roy Herren  
Gaithersburg, MD

No.

Is Sony going to release a handheld game system any time soon?

—Jordan Stafford  
Improve, MS

No.

First things first: Your magazine is the best. Secondly, I heard a rumor that if you leave your PlayStation 2 laying horizontal and not vertical, it will stop playing games. Is that true?

—James Tom  
Wittmann, AZ

No. But thanks for the compliment!

## PORT PROBE

I recently bought a PlayStation 2 and I was wondering what the "USB" and "i-Link" ports are for. I read the owner's manual for my PS2, and I don't even want to try to understand all that technical talk, so could you guys tell me (in normal people talk) what they are for?

—BJ Frazier  
Gilbert, AZ

Like most of the other special ports on game consoles, the USB and i-Link ports can be used for many different purposes, although most gamers rarely have a need for them. It should also be noted that the i-Link port on the PlayStation 2 is more commonly known as a Firewire connection. However, just because the PS2 has Firewire and USB ports doesn't mean that you can hook up your PS2 to any device that has one of these types of connectors. The game software has to be specially programmed

to accept inputs from either port. So far, the USB port has been used for certain controller devices, like the Gran Turismo steering wheel, while the Firewire port has been used for connecting multiple PlayStation 2 units together for special linked play modes.

## MINIATURE MUSIC

I love your magazine; I read it all the time. I have a question. I have a PlayStation 2, Xbox and PS one and they all can play my music CDs. I just got my GameCube, and it doesn't play CDs. Tell me, why is GameCube the only next-generation system that doesn't play CDs...and why are its discs so small?

—Anonymous  
Charlotte, NC

The GameCube uses special 8 cm discs that are the same size as those small CD singles that you may have seen from time to time. However, the GameCube discs use a special proprietary format, so you can't use them anywhere else but in a GameCube. Similarly, you can't use any other kind of media on the GameCube. It's anyone's guess why Nintendo decided to go with this particular strategy, but by examining the company's past, we can make a reasonable guess. First, up to and including the Nintendo 64, Nintendo was the only console game manufacturer to stick with the cartridge format. Cartridges are extremely expensive to produce, but they do have one key advantage over disc media: They are much more difficult for the average person to duplicate. If you wanted to pirate a CD, it was comparatively easy to find the necessary software to duplicate it and the means to play it. Blank discs and CD-R drives are also widely available. On the other hand, if you wanted to copy a cartridge game, you had to pay a lot more money for special hardware that would either back up the data to discs or to a special reprogrammable cartridge. By sticking with the cartridge

(continued on page 12)





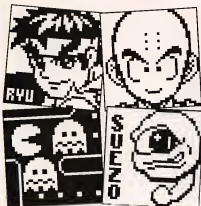
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Here are the solutions to some of the *Tips & Tricks* Pencil Puzzles that we've featured in previous issues. You'll find two brand-new puzzles on page 80.

format, Nintendo could exercise a lot more control over the distribution of its products. Of all the console game companies, Nintendo has always been the most concerned about stopping pirates from illegally duplicating and selling its games.

So why did Nintendo finally switch to discs? In short, CDs and DVDs are less expensive than cartridges and can hold much more data. Over the years, games have required larger and larger media sizes for their storage. Many of today's games take up over 500 megabytes, and some even consume several gigabytes! This kind of storage would be impossible to sell in cartridge form; the costs would be astronomical. Also, many game developers prefer disc-based storage for these same reasons. It has been said that Nintendo had trouble enlisting developers to work on Nintendo 64 games because of the inconvenience and memory limitations of cartridges.

Knowing that the GameCube's games would be easy to copy if it used regular CDs or DVDs, Nintendo decided that a miniature DVD would be an acceptable compromise. It offers developers the convenience of disc-based storage and holds way more than a cartridge or CD-ROM, but it's still difficult to copy because of its physical dimensions and other factors.

#### FIRST-TIME WRITER

I'm a longtime reader, first-time writer. First and foremost, I'd like to congratulate everyone for the success of the magazine. All of you are doing a great job. I'd just like to say that I love reading your magazine and doing the activities it has in it. I don't want to

be some bonus puzzles in there for you to solve. Infogrames does have a Dragon Ball Z game in development for the PlayStation 2 and GameCube, but its title has not yet been announced and a release date has not been set. Keep an eye on our Select Games section for further updates.

#### EGO-FREE T&T

I first want to say that I thoroughly enjoy reading your magazine. I do not regularly play video games myself, but I always find the strategies very resourceful to read. I must say, though, that I was quite discouraged when I read the February edition of *Tips & Tricks*. The fact that you took out the monthly "bios" for all of the contributors was ghastly! I looked forward to reading those, as I'm sure almost everyone else who reads your magazine does, and laughing my @\$\$ off. Also, it allows us, the readers, to be able to put faces to the editors, contributors and assistants that put in all the arduous hours into making your magazine happen. I, like the thousands of fans and readers, would absolutely love to see that section placed back into the magazine.

—Trisha Van Hall  
Eagle River, Alaska

Sorry, Trisha, but it was time for the Power Up! page to go away. When we first started doing mini-biographies of the staff in December of 1995, they were originally written by our

say that I have no life, but I love receiving *Tips & Tricks* and can't wait 'til it comes in every month.

Like everyone, I have a question. Do you know where I could get more of your Pencil Puzzles, and do you know if a Dragon Ball Z game will come out for PlayStation 2?

—Will Tucker  
Ft. Lauderdale, FL

Good to hear from you, Will. If you enjoy our Pencil Puzzles feature, be sure to pick up our next special issue, the *Tips & Tricks* Summer 2002 Cookbook; there will

Executive Editor at the time, Betty Hallock. She always had the most interesting things to say about the rest of us (whether it was true or not); we were all a bunch of geeks, but she made us seem cool somehow. When Betty left the magazine, we tried to continue striking that same balance of interesting anecdotes and quirky humor, and the result was that Power Up! became the most difficult page to produce every month. Not only was it tricky to write, but we also had to gather a list of everybody's "current favorite games" and get all of our lazy freelance writers to e-mail new photos of themselves, month after month. Plus, Chris B. and Charlotte both hate having their pictures taken. A lot of work went into it, but the results were really only useful to our friends and family members.

The last straw, though, was the fact that we were just so tired of seeing the staff biographies in all the other video-game magazines out there. We took an objective look at what we had started and decided that it was kind of unprofessional; you know, you would never see the editors of Time or Sports Illustrated blabbering on and on about how much Mountain Dew Code Red they drink or whatever. *Tips & Tricks* is not about us, it's about video games. So we dropped it. Fortunately, this freed up an extra page for more codes or reader mail!

#### QUICK QUESTION

What's up with that honkin' big Xbox controller? That thing's huge!

—Matt Barbaric  
Newport News, West Virginia

It sure is. Some folks like it, though, including our own Jason Wilson. The rest of us can pick up the new "Controller S," the North American version of the smaller first-party controller developed for the Japanese Xbox launch. It's still pretty thick, but it's easier to hold and the main action buttons have been redesigned and reconfigured.



The new Xbox Controller S. Smaller. Better.





2007年10月 第10期 总第100期

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# Virtua Fighter 4



**S**ega invented the 3-D fighting game genre with the original *Virtua Fighter* back in the early '90s. The series has long been considered the "thinking man's fighting game," as it's focused on realistic martial arts moves and takes a very technical approach to gameplay while still retaining the fast action necessary to be fun. Every character in *Virtua Fighter 4* has an incredibly deep and complex selection of attacks, combos, counters, throws and deflections at his or her disposal. To master the game is to master each character, to know how to take advantage of their individual strengths and cover their weaknesses when playing them...and how to exploit those weaknesses when playing against them. This guide is designed to give you basic gameplay information and detailed strategies for playing as—and against—each warrior.

## The Controls

At first glance, VF4's simple three-button control scheme (Punch, Kick and Guard) may lead players to believe that the game lacks the complexity of other fighting games. Don't make this mistake. *Virtua Fighter 4* uses every possible combination of those buttons to create each character's extensive move list. Let's take a quick look at what some of the button combinations are used for.

### Legend

○ = Punch (default = X or Δ) ○ = Kick (default = ◊) ○ = Guard (default = □)

○ + ○—This is the command for executing grabs and throws. By default, it can also be triggered by pressing the L1 button. Every character has several holds and throws, some many more than others. Different throws are performed by entering directional commands with the D-pad before a throw.

○ + ○—For most of the fighters, this combination of buttons (or R2 by default) performs roundhouse and heavy kick attacks. Some characters can also use ↓ + ○ + ○ to perform a ground attack.

○ + ○—Also assigned to the R1 button, this combination is used for many of the reversals, deflections and counter attacks in the game. Different directional commands in conjunction with ○ + ○ perform alternate attacks as well.

○ + ○ + ○—Several characters have the ability to change their fighting stances by tapping ○ + ○ + ○ (or L2) and a direction. Other characters use this command for special attacks and throws.

## The Art of the Dodge



*Virtua Fighter 3* had a separate button for dodging, but *VF4* eliminates it, returning to the basic Punch, Kick and Guard layout from *Virtua Fighter 2*. However, dodging is still in full effect in *VF4*; by timing a quick tap of ↑ or ↓ as the opponent attacks, you'll quickly sidestep either into the background or foreground respectively. You can also make quick dashing movements toward or away from your opponent by tapping → or ←. Dodging is an incredibly effective way to avoid damage and quickly counter attack, especially for characters who lack a wide range of deflection and counter moves.

## Off the Wall

Although *VF4* returns to the simpler ring style of *Virtua Fighter 2* and does away with the various elevations and partial walls introduced in *VF3*, you can still make use of the walls in the arenas that have them. Almost all of the characters have a couple of wall attacks, and they're performed the same way. For each of these, your fighter must be facing the wall. Press → + ○ + ○ to perform an attack from the wall, or tap ↑ + ○ + ○ to flip off the wall and over your opponent if he's standing close behind you.



## Ground Attacks



Knowing when and how to attack a fallen opponent is key to your strategy in *Virtua Fighter 4*. Generally, tapping ↑ + ○ will result in a jumping attack for additional damage against a prone opponent. However, skilled players are adept at the art of quick recovery from falls (○ + ○ + ○) when falling to the ground; against such a player, a failed jumping ground attack will leave you open for some serious retaliation. Most characters have other options for attacking a fallen opponent. Tapping ↓ + ○ + ○ results in a quicker strike to the opponent. Look to the individual character strategies for additional ground attack info.

# Character Strategies

This section contains strategies for effectively using each character. However, the best possible way to master the fighters of *Virtua Fighter 4* is to learn their moves and combos. Practice in the Training modes, which feature complete command lists for all of the characters. Several moves and combos are listed for each character in the strategies below, but you won't win just by using those—you'll need to spend a lot of time training to fully master the intricacies of each fighter. The Command Training mode is exceptionally useful; it will show you the command for every attack, combo, counter, throw and dodge for each character and even demonstrate them for you if you're having a hard time with the timing. Practice is the best path to success!

## Fall Recovery



Getting knocked down in VF4 means that you'll be taking some extra damage from your opponent's ground attack unless you can get back on your feet quickly. After getting knocked to the ground, there's usually a delay before you can get back up, during which your opponent can hit you with another attack. You have two options to avoid this: quick recovery and roll recovery. Quick recovery is performed by pressing  $\Delta + \square$  + Guard when you hit the ground, which results in your character springing back up almost immediately. This method will avoid most leaping attacks. Rolling recoveries are performed by tapping  $\uparrow + \Delta + \square + \Delta$  or  $\downarrow + \Delta + \square + \Delta$  when you hit the ground. Your fighter will roll away from the point of impact before rising again.

Getting knocked down in VF4 means that you'll be taking some extra damage from your opponent's ground attack unless you can get back on your feet quickly. After getting knocked to the ground, there's usually a delay before you can get back up, during which your opponent can hit you with another attack. You have two options to avoid this: quick recovery and roll recovery.



### Playing as Akira

Akira relies on slow, powerful strikes for most of his attacks. He won't win "first hit" contests with most of the other fighters, so you'll need to play a defensive game and look for openings. When the opponent pauses

after a combo or misses a big move, that's when you'll want to move in with one of Akira's heavy combos or throws. The Pull Forward throw ( $\Delta + \square$ ) followed by a Back Strike ( $\uparrow + \Delta + \square$ ) is great for getting behind your opponent and staggering him. Follow this with his Jumping Double Kick ( $\Delta + \Delta + \square$ ) for some added damage. Akira has counters against normal attacks at all three heights. If your opponent is using the same opening attack in his or her combos, catch it with a counter to make 'em think twice about trying it again. Often, after a successful counter, an opponent will try to start an attack at a different height—for example, if you counter a high punch, most opponents will be more likely to try a low or medium attack instead of repeating the high attack. Knowing this, you can increase the odds of successfully predicting where the next attack will hit and setting up another counter.



### Playing Against Akira

Because so many of Akira's attacks are slow and hard-hitting, he also tends to have a lot of "down time" after missing with one of his bigger hits. Play a blocking game against Akira and wait for him to miss with something big, then make him pay for it with a combo, multi-hit throw or another heavy attack. Keep in mind that Akira can shut down your basic attacks at high, medium and low heights. Mix it up when fighting against him and try not to use the same combo sequence twice in a row. If you do so, you're asking to be countered.



### Playing as Lion

Lion uses Mantis-style Kung Fu and is among the easier fighters to learn and use effectively. He hits fast and should be played offensively, keeping the pressure on the opponent, especially when up against slower characters like Jeffry or Wolf. The spin punch ( $\Delta + \Delta + \square$ ) is a great attack for knocking the opponent down and following with a ground attack. If you want to surprise your opponent with an attack that hits from a good distance away, use the flip kick ( $\Delta + \square$ ) to close the gap and hit hard. Lion has some different options for dodging out of the way of the opponent and repositioning himself with the upper hand.  $\Delta + \Delta + \square$ ,  $\Delta + \Delta + \square + \Delta$  and  $\Delta + \Delta + \square + \Delta + \square$  all serve to move Lion quickly around or away from his opponent. He can also use his pass-through throw ( $\Delta + \Delta + \square$ ) to instantly position himself behind the opponent. Finally, make good use of Lion's new stagger throw ( $\Delta + \square$ ). You can follow it with several moves ( $\uparrow$  or  $\downarrow$  or  $\uparrow + \Delta + \square$  or  $\downarrow + \Delta + \square$ ) to gain the upper hand during the match.



### Playing Against Lion

Lion is a straightforward fighter, much like Jacky, Lau and Sarah. You won't have to worry about any sneaky surprises like counters, reversals or different stances when playing against him. Keeping the heat on by constantly attacking is a good way to shut down a Lion player, but if you can't do that, rely on blocking his attacks and then striking after the last hit in his combo chain misses. Many of Lion's most effective combos and attacks come in low, so be ready to do a lot of low blocking and/or countering.



## Playing as Jeffrey

Jeffrey uses his size and powerful attacks to great advantage. Most of his attacks are slow, but they inflict lots of damage. If you need to surprise your opponent with a speedy attack, use the triple uppercut ( $\Delta + \square + \Delta$ ). You'll also want to take advantage of Jeffrey's double and triple throw attacks. His headbutt charge ( $\triangle + \square + \Delta$ ) can be expanded into a throw by pressing  $\Delta + \square + \Delta$  or  $\triangle + \square + \Delta$  at the moment of impact. Jeffrey still got his devastating triple headbutt ( $\triangle + \square + \Delta$ ,  $\triangle + \square + \Delta$ ,  $\triangle + \square + \Delta$ ) as well as several other powerful throws. When playing as Jeffrey, you should always be positioning yourself to go for a throw.



## Playing Against Jeffrey

Since many of Jeffrey's attacks are slow, use dodging and counters to your advantage when you see the attack coming. Never let Jeffrey have an opening for a throw—stay on the offensive and keep him blocking or guarding. Since Jeffrey has several moves that stagger and set him up for a throw, it's especially important to make use of the dodge ability to get around these attacks.



## Playing as Lei

A new addition to Virtua Fighter 4, the Shaolin monk Lei Fei is an incredibly complex character with several different fighting stances which he moves in and out of during normal attacks. The key to playing Lei is in mastering these stances so you'll be able to effectively attack from any of them. Since many of Lei's normal attacks end with him in a different stance, you'll need to be able to change your attack strategy to compensate for this. Remember that pressing  $\Delta$  will always return Lei to his normal stance. In his defensive stance ( $\Delta + \square + \Delta + \Delta$ ) Lei will automatically deflect high punches, and you can follow the deflection with a quick punch to add some hurt to the move. Lei has many attacks that are difficult to block, because he doesn't broadcast attack height like some of the other fighters. Use this continuous kick combo to frustrate your opponent:  $\Delta \square \Delta \Delta \Delta$ . It alternates hits and staggers the opponent to make defending difficult.



## Playing Against Lei

Although this is true of all the characters, learning Lei's moves is the best way to play against him. Because of his different stances, you'll really need to know what kinds of attacks to expect from each of them in order to successfully defend against and attack him. Lei has a split-second of "down time" when entering a new stance; you can use this to your advantage by pressing the attack when you see him change his footing.



## Playing as Jacky

Jacky's lightning-fast kick attacks are his strength, although VF4 has given him a few new abilities to make him slightly more well-rounded. For starters, Jacky can stop high and medium punches automatically by simply leaving the D-pad in the neutral position. Of course, this is risky, since anything but a high or mid-level punch will nail you if you guess wrong. This ability is great for throwing off your opponent's timing and turning his or her attack to your advantage. Jacky can also mix things up with his step-back stance ( $\triangle + \square + \Delta + \Delta$ ). Performing this move makes Jacky take several hops backward, and there are several attacks that you can execute while moving back. The basic attack is a straight kick ( $\Delta$ ) that reverses Jacky's backward momentum and comes right back at your opponent. You can cancel the kick by tapping  $\Delta$  before impact and then go for a throw to mix things up. Jacky also has some of the fastest long combos in the game— $\Delta \Delta \Delta \Delta \Delta \Delta \Delta$ , for example. Make use of these attacks to keep the heat on your opponent.



## Playing Against Jacky

First things first: Try to avoid opening your combos with high punches when facing Jacky. His counter can get annoying fast, although it's easy enough to shake off and doesn't inflict any damage. Jacky is a straightforward fighter with a penchant for very fast attacks and combos, but little in the way of sneaky change-up attacks or complicated grabs/throws. If you see Jacky hop backward into his step-back stance, get ready to block a fast springing attack.

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## Aoi

### Playing as Aoi

Aoi's Defensive Stance ( $\triangle + \square + \circ + \times$ ) is one of her most useful abilities. You can hold this stance indefinitely and many of her attacks and combos end in the Defensive Stance. While in this stance, Aoi will deflect almost

any high or medium attack, turning her opponent away from her and creating a split-second advantage for a throw or a combo against the opponent's unguarded back. The drawbacks to this stance are that Aoi cannot attack immediately from it and that she's vulnerable to throws and low attacks. If you can master this stance, you'll have opponents at a disadvantage, since they won't want to use any high or medium attacks for fear of being countered. Aoi also has counter attacks for just about everything your opponent can do—but if you can use the defensive stance to deflect high and medium attacks, you'll be able to concentrate on countering any low attacks your opponent uses to open you up for a combo. Aoi has a series of quick punch combos, but her kicks aren't very fast. Her offensive game is weak compared to most of the other characters, which is why you'll want to rely on her defensive parries and counters most of the time. When you have to take the offensive, though, use her fast punch combos or her hopping double kick. Aoi has many options for follow-up attacks when the opponent is on the ground. Along with the normal jumping attack, she can also perform a number of holds by tapping  $\Delta + \square + \circ$ . Use these attacks when you've knocked the opponent down directly in front of you, and reserve the riskier leaping attacks for when the fallen opponent is several paces away from you.



### Playing Against Aoi

The best Aoi players look for patterns in their opponents and exploit them using her many counters and deflections. When facing an Aoi player, do not become predictable. While this is solid advice against any opponent, it's even more important against Aoi; as soon as you slip into a pattern, the match will be over and you won't be able to land anything. Mix up your attacks, hitting high, medium and low in different variations, and never start a combo at the same attack height twice in a row. If you see Aoi move into her defensive position, dash forward for a throw or low roundhouse and follow it with a ground attack. If your opponents know you're avoiding the high and medium attacks that Aoi's defensive posture automatically counters, they will be less likely to rely on it.

## Vanessa

### Playing as Vanessa

Vanessa has a schizophrenic play style. She has two very different stances and plays differently from each of them. Her normal stance is defensive. Attacks from this stance are slow, but she can grab high and mid height punches and retaliate by kicking ( $\circ$ ) or throwing ( $\square + \circ$ ) her opponent. She also has counter attacks against high and mid attacks ( $\triangle + \circ$  and  $\triangle + \square$ , respectively). Switch Vanessa into her Muy Thai kickboxing stance ( $\square + \circ + \triangle$ ) and she turns into an offensive machine. Her combos from this stance are very fast. Try reaching out with  $\circ \triangle \square \circ$  or  $\circ \triangle \square \circ \triangle$  to cause some serious damage.



### Playing Against Vanessa

Depending on her stance, you should approach Vanessa differently. If she's in her normal stance, press the attack, but avoid opening your combos with high or mid punches. If Vanessa switches to Muy Thai, watch out for her fast combos; try blocking and then attacking. Vanessa can't counter anything from this stance, so throw out anything to keep her defending while you're on the offensive. Her best attacks come out at mid or high height, so block high.

## Lau

### Playing as Lau

Lau is still the master of the air juggle, and he plays very much like his V92 and V93 incarnations. Lau can be thought of as a beginner's character, since he does not have any alternate stances or counter attacks to worry about. Lau's swift combos should be your main focus; when playing as Lau you'll always want to be on the offensive. First attacks that knock your opponent off his or her feet and quickly follow up with a combo ( $\square \triangle \square \circ$  for example) to tack on extra damage before the opponent hits the ground.



### Playing Against Lau

Lau relies heavily on high and mid level punches to open his combos, so if you are using Pai, Akira, Aoi, Jacky, Kage or Vanessa, you can really take advantage of this with their counterattacks and deflections. If you aren't playing a counter-centric character, focus on disrupting Lau's constant offense and keeping him on the defensive. If you can prevent him from pressing the attack, you can shut down his most effective strategies.



## Playing as Wolf

Wolf is a grappler. He does not have the speed or combo ability of some of the other characters, but he does have many attacks that are designed to set his opponent up for a throw or grab. Your entire strategy while playing Wolf should be to look for throw opportunities. You want to play a control game with Wolf, always in control of your opponent. He has several moves that accommodate this, such as his clothesline ( $\rightarrow + \square$ ) or shoulder ram ( $\leftarrow + \square$ ). Both of these moves knock the opponent down; from there, Wolf can pick up his foe with ( $\square + \square$ ). This leaves the opponent stunned for a moment, which is a perfect opportunity to go for a throw. Not only does Wolf have the most throws of any character in the game, but he's got an all-purpose grapple move ( $\rightarrow \square + \square$ ) which acts as a setup for several different throws. Wolf can also chain some attacks into throws. Try  $\leftarrow \square + \square$  into  $\square + \square$  at the moment of impact for some big damage. Of course, Wolf's best moves are the really flashy throws that would make any professional wrestler jealous. His giant swing is back ( $\leftarrow \downarrow \downarrow \rightarrow \square + \square$ ), as well as a new version ( $\rightarrow \downarrow \downarrow \leftarrow \square + \square$ ) which can be altered in mid-throw by tapping  $\square + \square$  again for a clothesline finisher. Finally, Wolf has been beefed up a little more with the ability to counter high and mid punches and kicks.



## Playing Against Wolf

Because Wolf relies on wrestling moves, the obvious method for winning against him is to avoid his throws. Playing defensively against a good Wolf player will only get you grabbed and thrown repeatedly. Take the offensive, mix it up and be wary of his counter abilities. Use evade attacks ( $\uparrow \square + \square + \square$  or  $\downarrow \square + \square + \square$ ) to stay out of his reach, constantly throwing out short, fast attacks to keep Wolf at bay.



## Playing as Kage

VF4's resident ninja uses speed and attacks that are hard to read. If you're a Street Fighter fan, you'll appreciate his dragon punch ( $\rightarrow \downarrow \downarrow \square$ ), which can be followed in mid-air by a dropping Kick if you tap  $\square$  after performing the move. Kage has some great moves that can confuse your opponent: trick him into blocking at the wrong height. His handspring kick ( $\downarrow \downarrow \rightarrow \square$ ) can be charged for a second before it connects, which can cause the opponent to mistime his block or counter attack. It also comes in low but hits at medium level, adding more confusion to the attack. Kage also has combos that alternate heights, like his mid-low-mid combo:  $\leftarrow \square \square \square$ . Kage's newest trick is his defensive stance, which he automatically enters after some moves or low-level hits by pressing  $\leftarrow \downarrow \downarrow \square + \square$ . Kage's defensive stance automatically deflects high punches, and he can deflect mid kicks by pressing  $\square + \square + \square$ . You can also quickly roll out of the way of attacks while in the defensive stance by tapping  $\uparrow$  or  $\downarrow$ . Kage retains his counters against high and medium punches, so make use of them if you see your opponent opening his attacks with punches.



## Playing Against Kage

Because of his speed and confusing attacks, it's best to close the gap and take the fight to Kage. Keep the heat on, mix up your attack heights and don't let him get away. Many of Kage's most effective attacks need some room and time to come out, if you stay on top of him, you won't give him that space, so you can knock him out of several of his moves before they can hit. Be mindful of Kage's stance as well. If he's in defensive mode, do not open a combo with a high punch or mid kick or it's likely to be countered. Remember also that Kage can counter high and mid punches from his normal stance, so avoid opening with those attacks.



## Playing as Sarah

Like her brother Jacky, Sarah is a straight fighter with no real subtlety to her moves. She is all about taking the offensive and keeping her opponent blocking and guessing where the next attack will come from. Sarah has the best selection of kicks in the game—all of her roundhouse kicks ( $\square + \square$ ) come out fast and hit strong, and she's got some nasty combos like  $\downarrow \square \square$ . Sarah has a new stance ( $\square + \square$ ) from which she can unleash even more kick attacks as well as execute both defensive and offensive rolls ( $\leftarrow$  or  $\rightarrow$ ). Keep the kicks coming on strong and mix things up by changing stances and tossing a throw in now and then.



## Playing Against Sarah

Like Jacky, Sarah is all about offense. Shut her down by putting up your own endless stream of combos and mix-up attacks, or play defensive and then counter when she stops for a breather. You don't have to worry about any counters or reversals coming out of Sarah, so attack with impunity—if you have a fast character, all she can do is block and wait for an opening.





## Playing as Shun

Using Drunken Style Kung Fu, Shun Di is one of the hardest characters to master, but is also among the most fun to play. He has several

fighting stances—crane style (with one leg in the air), sitting, handstand, lying on his side and even lying flat on the ground! Shun's greatest

strength is his unpredictability—he can attack in unexpected ways from all of his stances. Shun also has the best selection of evade maneuvers in the game. Obviously, his sitting and lying down stances avoid all high attacks. Aside from the normal evade attacks (↑ + ○ + ● or ↓ + ○ + ●), Shun has several additional options for evade move. He can dodge backward with ← + ○ + ● or make diagonal evasive movement by tapping any diagonal direction on the D-pad in conjunction with ○ + ● + ●. Any of these evasive movements can be turned into an attack by tapping ○ immediately after Shun begins the movement. Remember that some of Shun's best attacks—like the flying headbutt (→ + ○ + ●)—require a certain number of swigs from his bottle. Several of Shun's throws end with him automatically taking a drink, and you can make him drink by pressing ○ + ● + ● from his normal stance. Try to take a drink whenever you get a break from fighting—the drunker Shun gets, the better he fights.



## Playing Against Shun

Shun is difficult to guard against because so many of his attacks are unpredictable. Generally, match your blocking to Shun's stance: if he falls to the ground or goes into a sitting or lying stance, it's a pretty safe bet that a low attack is coming up, so guard low. From his handstand or crane stance, most of Shun's attacks come in at mid or high level, so block high. Remember that even though Shun can willfully drop to a prone position, this is still considered "knocked down" and you can use ground attacks against him whenever he falls down.



## Playing as Pai

Pai has not changed much since *Virtua Fighter 2*. She retains her extensive repertoire of extremely fast ○○○○ combos (like ○○○○, ○○○○ + ○ or ○○○○ + ●). There aren't many characters in the game

who can open with a quicker attack or keep the pressure on high during the bout than Pai. Remember that Pai can counter high and mid-level punches and kicks (← + ○ + ●, ← + ● + ○). Use these counters when you see an opponent starting his or her combos with a high or medium attack. Pai gains a very useful new stance change (← + ○ + ○ + ●) that causes her to spin backwards. During this move, she can come back with some good confusion combos that will catch an unwary opponent off guard. Pai can also change things up in close combat with ○ + ● ↓, which puts her into a quick low stance. From here, she can execute a fast spinning low kick (○) or come up with a standing straight punch (○ + ○). If you need to close a gap between Pai and her opponent, use her step-in kick (→ + ○), which also staggers the opponent. Follow it up with her scissors kick (↗ + ○) for some nice damage. Pai's speed is her best asset; use it wisely and she can put up an offensive front that is hard to break.



## Playing Against Pai

Be wary of Pai's counters and mix up your opening attacks to keep your opponent guessing if he or she is trying to reverse your attacks. Pai is fast, but not very strong, so don't worry about taking a hit or two if you can weather it; just hit her back for big damage. Many of Pai's ○○○○ combos end with a roundhouse kick that puts her off-balance for a second of recovery afterward. Block this combo, then start one of your own while Pai is recovering.

## Kumite Mode

Kumite mode is designed for experts only. You must pound your way through it if you wish to unlock the secret characters. Dural. You can also earn various "items" by defeating specific characters; they do not always affect gameplay, but hey...you can wear Jacky's bonnet! You can equip or view these items at any time in the "Data File" option at the Kumite mode menu. If you want to maintain an impressive win/loss record, your best bet is to spend some time in the Practice and Arcade modes before tackling Kumite. When you're ready, you will enter an all-out war against the finest computer-controlled *Virtua Fighter* players. Some of these opponents have artificial intelligence programming which mimics the playing style and skill level of real-life arcade experts from Japan—including Bun Bun Maru, a tournament-caller player who contributes regular *Virtua Fighter* coverage to *Weekly Famitsu* magazine. Just as if you were playing in your local arcade, various fighters of different skill levels will challenge you in a best-of-five-rounds

match. Note that the difficulty setting and the number of rounds cannot be changed at the Options menu! To begin, select "Data File" at the main menu, then choose the "New Player" option. After selecting a player and creating a user name, head into Kumite mode. Next, press the SELECT button and select your created player from the list of players in the upper left corner of the screen. Note: The quickest way to unlock Dural is to work (your way) through Kumite mode with just one character, building him or her up from scratch. Choose your character wisely!



continued on page 82



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## Ranking Progression

**10th Kyu to 1st Kyu**—Earn 100 experience points at each rank to earn a "Ranking Match"; defeat that opponent to advance.

**1st Dan to 10th Dan**—Defeat five opponents of the same Dan to be promoted to the next Dan. Each time you lose to an opponent of the same Dan, you lose a "point" which you must win back by defeating an additional opponent of that Dan on top of the five that you must beat to advance. If you lose a total of five points plus the number of same-Dan opponents you have defeated, you will be demoted. For example, if you beat two same-Dan opponents, but lose to four, your point total will be -2. Your point total must be +5 to advance; if it falls to -5, you will be demoted.

**Hero**—Defeat ten 10th Dan opponents when you have the rank of 10th Dan to be promoted to Hero. If you lose to just one of these opponents, you will be demoted.

**Champion**—Defeat five Hero opponents when you have the rank of Hero to be promoted to Champion. You will be demoted if your "point" total (see above) becomes -5.

**Adept/Conqueror**—Defeat five Champion opponents when you have the rank of Champion to be promoted to Adept. You will be demoted if your "point" total (see above) becomes -5. If your overall winning percentage is greater than 78% at this time, your rank will be Conqueror instead.

**Master/Vanquisher**—Defeat five Adept or Conqueror opponents when you have the rank of Adept or Conqueror to be promoted. You will be demoted if your "point" total (see above) becomes -5. If your rank is Adept, you will be promoted to Master; if you are a Conqueror, you will be promoted to Vanquisher.

**Grandmaster/Subjugator**—Defeat five Master or Vanquisher opponents when you have the rank of Master or Vanquisher to be promoted. You will be demoted if your "point" total (see above) becomes -5. If your rank is Master, you will be promoted to Grandmaster; if you are a Vanquisher, you will be promoted to Subjugator.

**Stormlord/Demonlord**—Defeat ten Grandmaster or Subjugator opponents when you have the rank of Grandmaster or Subjugator to be promoted to Stormlord. You will be demoted if your "point" total (see above) becomes -10. If your overall winning percentage is greater than 78% at this time, your rank will be Demonlord.

**Thunderlord/Shadowlord**—Defeat ten Stormlord or Demonlord opponents when you have the rank of Stormlord or Demonlord to be promoted. You will be demoted if your "point" total (see above) becomes -10. If your rank is Stormlord, you will be promoted to Thunderlord; if you are a Demonlord, you will be promoted to Shadowlord.

**Dragonlord/Battlelord**—Defeat ten Thunderlord or Shadowlord opponents when you have the rank of Thunderlord or Shadowlord to be promoted. You will be demoted if your "point" total (see above) becomes -10. If your rank is Thunderlord, you will be promoted to Dragonlord; if you are a Shadowlord, you will be promoted to Battlelord.

**High King (highest level)**—Defeat 20 Dragonlord or Battlelord opponents when you have the rank of Dragonlord or Battlelord to be promoted to High King.

## Special Items

**Old Win Pose 1**—After unlocking this option in Kumite mode, press and hold Guard + Punch + Kick during the match replay after you have defeated an opponent to see your character's old win pose.

**Old Win Pose 2**—After unlocking this option in Kumite mode, press and hold Punch + Kick during the match replay after you have defeated an opponent to see your character's alternate old win pose.

**Hidden Trophy**—If you clear all 26 sessions in Trial mode under the Training menu, a little trophy will appear at the top of your created character's lifebar.

**VF1 Character**—After your created character has reached at



least 1st Dan, select that character in any game mode, then press and hold Punch + Kick until the round begins. Your character will have the blocky, flat-shaded polygonal appearance of the fighters in the original *Virtua Fighter*.

**Training Stage 1**—This option will be selectable in Versus mode after you earn it by playing with a created character in Kumite mode and reaching the 1st Dan level.

**Training Stage 2**—This option will be selectable in Versus mode after you earn it by playing with a created character in Kumite mode and reaching the 5th Dan level.

**Training Stage 3**—This option will be selectable in Versus mode after you earn it by playing with a created character in Kumite mode and reaching the Champion level.

**High King Stage**—After your character has reached the High King level, this stage will become available in Versus mode.



## Unlocking Dural



On your way to unlocking Dural, you will eventually reach the High King rank. Once you achieve High King status, you'll find that High King opponents will appear to challenge you each time you win three consecutive matches. You must

defeat all of the different High King opponents (there are more than 20 of them). After you have beaten them all, you must win three more consecutive matches, after which Dural will appear to challenge you to a showdown in her special stage. If you defeat her, Dural will then be unlocked as a playable character in Vs. mode. Whatever you do, be sure to save your progress after you beat her; we've heard rumors about Japanese players who had to start all over from scratch after unlocking her because they forgot to save.



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by Anatole Brown

**W**hat happens when the soccer players on the field start acting like their uncouth fans? You get *Sega Soccer Slam*!

Developed by Visual Concepts (maker of the *Sega Sports 2K* series) and Black Box Games (*NHL Hitz 2002*, *NASCAR Thunder 2002*), *Soccer Slam* plays like an arcade game, delivering instant gratification. It actually has a pretty intricate soccer engine despite its over-the-top presentation. *Soccer Slam* is an international pastime and players from all over the world are up to meet the challenge. Sure, the game has plenty of modern cultural stereotypes, but at least they're all patriotic! So put on your cleats and get ready to feel the pain, 'cause there are no red or yellow cards to baby you to the championship game!

## OFFENSE

Unlike traditional soccer, *Sega Soccer Slam* is a high-scoring affair. Relentlessly attacking the opponent's net should be your main focus for every match. Spinning and Dike moves are easy ways to elude the first line of defense, but the anonymous goalkeepers are almost robotic and tough to score on. Head-on shots rarely get past the keepers, so you should always find an opportunity to shoot the ball into the corners of the net. The best way to do this is to pull the goalkeeper away from one side of the net and blast it into the opposite corner. Let's take a look at some basic scoring techniques:

### ONE-TIMERS



Rico passes to El Diablo as Zari comes in close.



Press the B button before the ball gets to El Diablo...



...and blast it in for a goal. Notice how Djimon and the keeper are distracted by Rico.

One-timers are the bread-and-butter of scoring in *Soccer Slam* and should be mastered by all players. The trick is to pass with the A button and quickly press the B button before the ball reaches your teammate to initiate an instant blast kick. The idea behind the one-timer is to draw multiple defenders to one side of the field, then quickly pass the ball to an open teammate for an undefended blast.

### CHARGE AND BLAST



Holding down the B button will charge up your shot for a massive bicycle-kick blast. The charge shot is tougher for the goalie to stop, but a defender will often knock the ball away from you before you get fully charged. The best time for a charge and blast shot is during a breakaway goal attempt when there are no defenders in front of you—just you versus the keeper. Another technique is to kick it before the meter becomes fully charged. Often defenders will not anticipate a shot until the meter is maxed out. By releasing the kick earlier, you may be able to fool your opponent before they take a defensive position.

### POWER UP



Players can power up by hitting the L button if there's enough juice in the power meter. Doing so will give your player amped-up skills for a brief period of time. Like the charge and blast kick, the best time to power up is on a breakaway goal. If you make the goal, your power meter will be completely depleted. You will also notice that a computer-controlled team will power up when they get desperate on defense to amp up their hitting and stealing skills. This may be effective on defense, but you should reserve your power meter for offense as much as possible.



Even after your player goes back to normal, the ball will stay powered up for a little while longer. During this time, the ball will have a slightly better chance of going into the net, so don't give up just because your player's powered down!



## KILLER KICK



The Killer Kick is the most lethal offensive weapon in this game, but your power meter must be at full capacity to do it. If you do a special lob pass by holding down the A button while running with the Turbo button, a green circle will appear on the field. Grab control of the nearest player, run into the circle and shoot. Killer Kicks almost always occur off to the side of the net, pulling the goalie towards you while creating a wide open hole on the other corner of the net for a nice solid blast. Keep a close eye on that power meter; deciding when to briefly power up or save up for a Killer Kick can make the difference between winning and losing.

## SPOTLIGHT KICK



The Spotlight Kick feels like the Killer Kick, but it's not nearly as powerful. Even though a Spotlight Kick occurs in a slow-motion, *Matrix*-style sequence, the goalie has plenty of time to react to it, which is not true of the Killer Kick. Since the spotlight appears and moves randomly, it's difficult to position yourself for a clear shot when you're bathed in the light. However, if you charge up your shot just before entering the spotlight, you can drag the spotlight with you to a desired spot just before the meter becomes fully charged. Also, if you happen to land on the spotlight really close to the net, the goalie will have a lesser chance of blocking the shot. The best thing about the Spotlight Kick, though, is that you can hear each player's special chant!

## DEFENSE

Since you can't really control your goalie in Soccer Slam until he catches the ball, you'll have to rely on your three main players to stop the opponent.

The most important strategy on defense is to know when to slide tackle for a steal or knock an opponent down to jar the ball loose. If you miss making the steal, you will slide right past your opponent; if you press the Hit button and don't connect, your opponent will spin right past you. The best time to steal is when the opponent is approaching the ball; simply slide into the ball before the opponent gets to it. The best time to hit is when the opponent is coming toward you head-on. Check out some of these other defensive techniques:

### RACE TO THE CIRCLE



If the opponent starts setting up for a Killer Kick, run into the green circle and start beating them down before they can jump in the air! The same thing goes for Spotlight Kicks; just because they're bathed in the holy light, it doesn't mean they're invincible! Destroy them before they destroy you! A foiled special kick usually ends up with you in control of the ball.

### MAUL THE CORNER

Players are particularly vulnerable if they get trapped in a



corner; after all, there are no out-of-bounds in Soccer Slam, so it's like being caught in the corner of a box. By punching and slide-tackling a player in the corner, you will usually end up with the ball in your possession. The computer particularly likes the corner to set up for one-time attempts. Be careful not send too many players into the corner or someone will be left wide open for an easy one-time score.

### HURT THE GOALKEEPER



It's OK, he has no personality! The goalkeepers are tough dudes, but if they hold the ball too long and stop the play, you can run up to them and beat them down, hopefully jarring the ball loose. Bigger players have a much better chance of knocking down the goalkeeper, but the opponent will usually send another player to protect him (especially when playing against the computer). Also, keep blasting the keeper with powerful kicks. Even if the ball doesn't hit the net, powerful blasts will eventually weaken the goalie by stripping away his equipment. Sometimes you will see debris fly off the goalie when he gets hit by a hard shot; that's when you should keep shooting at the goal and take advantage of the weakened keeper.

## QUEST

The Quest mode is where you can unlock new stadiums, buy equipment, discover cheat codes, play mini-games and do all this fun stuff. Your team members will earn cash as they advance through the Quest mode, allowing them to buy special skill-enhancing equipment and concept art for Soccer Slam along the way. Why waste your money on the concept art, you ask? Some of the artwork has cheat codes printed on them! Every team requires \$7,500 to unlock every item and artwork in their Soccer Shop. You may not earn every item on your first time through the Quest mode, but you can always go back to the same team and play the Quest mode again to earn the rest of the items. All earned items will be retained even after completing the Quest. However, it is important to note that all items you find and purchase are locked to your team; they remain on them, even if you play against them. For example,

let's say you clear the Quest mode with El Fuego and earn all their items. When you play Spirit's Quest mode and meet El Fuego in a match, El Fuego will come equipped with all of the skill-enhancing items which you previously earned for them! It's not too fair, but it'll growl hair on your chest and make you a more manly soccer player.



When you play an item, you'll have to use your money to actually wearing it the next time you play.



## UNLOCKING SECRET STADIUMS

Jungle Canopy	Beat Quest mode with El Fuego
Tribal Oasis	Beat Quest mode with Spirit
Pacific Atoll	Beat Quest mode with Tsunami
Reactor Core	Beat Quest mode with Toxic
Alpine Castle	Beat Quest mode with Subzero
Riviera Ruins	Beat Quest mode with Volta

## CHALLENGES

Scoring one goal earns you earnings for regular matches are predetermined, the best chance for you to make bank is in the Challenge stages in between each of the home games. The challenges are all based on basic Soccer Slam scoring routines, but since it's mainly just you versus the keeper, the techniques involved are a little different from scoring in in-game situations. Listed below are the challenges and how exactly you should be earning for each stage:

**Challenge: Shooting** *Approximate Earnings: \$500-\$700*

Press Turbo and start running to the side of the net to move the keeper.



Charge up as you approach the net...



...and blast it in the corner for an uncontested goal!

**Challenge: One Timers** *Approximate Earnings: \$1,500-\$2,200*

Press Turbo and run toward the goal-keeper.



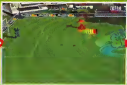
Pass the ball just before you run into the keeper.



Shoot the ball into the corner as the goalie slams into the other players.

**Challenge: Spotlight** *Approximate Earnings: \$500-\$700*

Press Turbo and sprint to the spotlight.



Start charging up just before you enter the light so you can drag the light to the corner.



Blast a shot into the corner for a goal.

**Challenge: Killer Kick** *Approximate Earnings: \$600-\$800*

Press Turbo, run a little bit toward your teammates and hold down A.



Kick the other player back into the light...



...and blast a shot into the far corner.

## QUEST EARNINGS

1st Home Game	\$100 for win
Challenge: Shooting	\$100 per goal
2nd Home Game	\$100 for win
Challenge: One-timers	\$100 per goal
3rd Home Game	\$100 for win
Challenge: Spotlight	\$100 per goal
4th Home Game	\$100 for win
Challenge: Killer Kick	\$100 per goal
5th Home Game	\$100 for win
All-Star Game	\$500 for win
1st Away Game	\$100 for win
2nd Away Game	\$200 for win
3rd Away Game	\$300 for win
4th Away Game	\$400 for win
5th Away Game	\$500 for win
Semifinal Game	\$1,000 for win
Championship Game	\$1,500 for win



# SECRET CODES

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code. Some of these codes can be found in the special artwork that you unlock in the Quest mode.

## Unlock Jungle stadium

Up, Down, Left, Right, X, Y

## Unlock Oasis stadium

Up, Up, Down, Down, X, X

## Unlock Pacific Atoll stadium

Up, Up, Left, Left, Y, Y

## Unlock Alpen Castle stadium

Up, Up, Up, Down, X, X

## Unlock Riviera Ruins stadium

Up, Down, Down, Right, Y, X

## Unlock Reactor Core stadium

Up, Left, Left, Right, X, Y



## Unlock all stadiums

Up, Up, Up, Up, X, X

## Big hits

L, R, Up, Up, X, Y

## Max. Power

L, R, Left, Right, Y, Y

## Infinite Turbo

L, R, Right, Up, X, X

## Infinite Spotlights

L, R, Down, Right, Y, Y

## Alternate El Fuego team

X, X, Down, Down, Right, Left

## Alternate Spirit team

Y, Y, Down, Down, Left, Right

## Alternate Tsunami team

X, Y, Down, Up, Right, Left

## Alternate Toxic team

Y, X, Down, Down, Up, Up

## Alternate Subzero team

Y, Y, Down, Right, Left, Up

## Alternate Volta team

Y, X, Down, Up, Down, Up



## All alternate teams

X, Y, Down, Down, Down, Down

## Eyeball ball

R, Right, Down, Up, X, X

## Black Box ball

R, Left, Left, Down, X, X

## Earth ball

R, Right, Right, Left, X, X

## Rusty can ball

R, Left, Up, Up, Y, Y

## Magic B-ball

R, Right, Up, Up, Y, Y

## Beach ball

R, Right, Right, Down, Y, X

## Crate ball

R, Left, Down, Right, Y, X

## Kids rubber ball

R, Right, Up, Down, X, Y

## Kids block ball

R, Left, Right, Right, Y, Y

## Old-school soccer ball

R, Right, Left, Left, Y, X



## "Remy Saville's head" ball

R, Left, Right, Left, Y, Y

## "Rob Willeck's head" ball

R, Left, Up, Left, Y, X

## El Diablo's items

Left, X, Right, X, Down

## Rice's items

Left, X, Right, X, Right

## Madeira's items

Left, Y, Down, X, Up

## Zari's items

Left, Y, Left, Y, Right

## Kaimani's items

Left, X, Down, X, Down

## Djimon's items

Left, Y, Down, Y, Up

## Kahuna's items

Left, Y, Right, Y, Right

## Rumiko's items

Left, Y, Left, Y, Up

## Boomer's items

Left, Y, Left, X, Up

## Raine's items

Left, X, Up, X, Up

## Duke's items

Left, Y, Up, X, Right

## Nova's items

Left, Y, Down, Y, Right

## Half Pint's items

Left, Y, Up, X, Up

## Lola's items

Left, X, Left, Y, Down

## Kiri's items

Left, Y, Up, X, Left

## Angus' items

Left, X, Right, X, Up

## Deane's items

Left, X, Right, Y, Left

## Arsenault's items

Left, Y, Up, Y, Down



## All items

Left, X, Left, X, Left

## Big heads

R, L, Up, Up, Y, Y



## "Pleasantville" mode

Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left

## "Citizen Kane" mode

X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right



# Gamecube strategy



# RALLISPORT CHALLENGE

BY ANN SHIMMAM



**D**eveloped by Digital Illusions, *Rallisport Challenge* is the first rally racing game for Xbox...and arguably the first fun rally game since *Sega Rally 2*. Digital Illusions has done racing right by having the guts to put playability and handling ahead of realism. Well, a little bit ahead, anyway. In an industry where everyone is trying to make physics as real as possible—and where a realistic driving game is often equated with poor-handling cars—it's reassuring to see that at least some developers have not forgotten what makes a game fun to play.

## DRIVING TECHNIQUES

As with most racing games, the biggest factor affecting your success in *Rallisport Challenge* is familiarity with the tracks and terrain. As you complete events, the difficulty will seem to increase exponentially; by the time you reach the last few races, you must have the entire course memorized if you're to even stand a chance. But besides practicing until your fingers bleed, there are a few other things you should know about:

- Use automatic transmission. Yes, the shift point on the automatic is a little messed up for the lower gears, and yes, you have more control with a manual. However, there are two very good reasons for you to use automatic. First, using manual is not a necessity. Second, the terrain in most of the game is highly complex. Worrying about shifting will only serve to divert your attention from the more important act of steering.



Approaching a corner too fast and flying off the track (or into an obstacle) means that you could lose around ten seconds or more. On the other hand, if you take the corner too slow, you'll only lose a few seconds at worst. In fact, just being able to navigate any course at moderate speed without crashing into anything will work wonders for your lap times.

- Anticipate turns. Don't wait until you actually enter a corner to start turning. Complete all your braking well before you start turning, and start turning before you enter the corner. This is critical for square corners and hairpins.



- Don't pay too much attention to the navigator or the map. The map is useless because it barely allows you to see more of the course than what's already visible. As for the navigator, his advice can be mis-

leading. Sometimes, a tight, easy turn can be just as bad as a hard right. On the other hand, sometimes a hard right is actually a square right (90°) and sometimes it is not. When the navigator says something like "rocks inside," it's not always fully informative. Sure, there are rocks on the inside of the next turn, but there could also be rocks everywhere on the edges of the track. Until you have memorized the course, regard all "easy" turns as those that you probably don't need to brake for and all others as those that require you to slow down to varying degrees.

- You don't have to use the brake as much as you might think. Braking introduces severe understeer, especially if you brake under high speeds. This means that it will be more difficult to change direction quickly while braking—and even for a moment after you have stopped braking. When you approach a turn (unless you are definitely going way too fast), try letting off the gas early instead of braking. About a quarter of the way through, start to accelerate again and continue turning. This will cause your car to oversteer a little, so you can really dig into the apex and set yourself up for a fast exit. Remember, the race car driver's mantra when it comes to turns is "slow in, fast out!"



car if you make a cut that's too big. I'll describe some course sections that can be cut later on in this strategy.

- The handbrake is essential for navigating sharp corners. It allows you to simultaneously scrub off just the right amount of speed and turn tighter than you normally could. It only works if you use it sparingly; though if you press the handbrake for more than a split second, your car will likely spin out. All you need to do is apply a brief tap at the same moment that you begin to turn.







### EVENT CATALOG

Event Name	# of Races	Avg. Points Awarded for 1st Per Race	Bonus for 1st Overall	Bonus Car for 1st Overall
<b>• Pro level</b>				
Safari Trophy	4	580	1,500	—
Ice Racing Open	3 (3 laps)	920	2,000	—
Mediterranean Rally	4	580	1,500	Citroën Xsara Kit Car
Pro Rally Cup	9	530	3,000	Nissan Micra
<b>• Expert level</b>				
Rallycross Sprint	3 (5 laps)	1,600	3,000	—
Alpine Masters	4 (5 laps)	1,500	3,500	—
Mt. Kiwi Challenge	3	1,200	2,500	—
Eurocross Challenge	4 (5 laps)	1,500	3,500	—
Vista Peak Challenge	3	1,200	2,500	—
<b>• Classic level</b>				
Pacific Classic	5	1,400	4,500	—
Rallycross International	5 (7 laps)	1,800	5,500	Ford RS 200
Safari Classic	5	1,400	4,500	—
Ice Racing International	5 (7 laps)	1,800	5,500	Renault 5 Turbo
<b>• Unlimited level</b>				
Koenig Unlimited	3	3,200	6,000	Saab 9 <sup>th</sup> Viggen Hill Climb
Rally Cup Classic	9	1,300	7,000	—
Mt. Kiwi Unlimited	3	3,200	6,000	—
Vista Peak Unlimited	3	3,200	6,000	—
<b>• Bonus level</b>				
Ice Racing 30	1 (30 laps)	12,000	7,000	—
Rallycross 30	1 (30 laps)	12,000	7,000	—
Vista Peak Downhill	3	3,400	6,000	—
Mt. Kiwi Downhill	3	3,400	6,000	—
Koenig Downhill	3	3,400	6,000	—

- All cars are 4-wheel drive except the Peugeot 206 and Saab 9<sup>th</sup> Viggen Hill Climb (which are front-wheel drive) and the Renault 5 Turbo (which is rear-wheel drive).
- Top speed was measured with the default gear ratio (medium), while driving on the long, flat straight in Safari SS-2.
- P/W Ratio is the power of the car divided by its weight. This is a more accurate measure of a car's speed than just

- the horsepower. Larger numbers are better.
- Within each level, the largest value is colored red and the smallest one is colored blue (except for the top speed column, because all the cars within each level have just about the same top speed). The biggest and smallest values across all levels are also italicized.
- My favorite car within each level is also italicized.

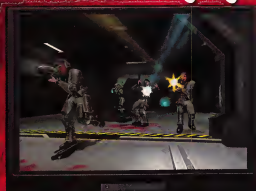
NAME	P/W Ratio (hp / kg)	Power (hp)	Torque (Nm)	Weight (kg)	Top Speed (+/- 1 mph)	Acceleration (relative)	Handling (relative)
<b>• Pro Level</b>							
1. Ford Escort Cosworth Rally	0.254	<b>312</b>	610	1,230	132	1.6	2.6
2. Volkswagen Beetle	0.204	204	271	1,000	129	1.1	3.1
3. Castrol Toyota Corolla	0.244	300	510	1,230	130	<b>1.9</b>	3.9
4. Peugeot 306	0.286	775	454	960	131	2.8	<b>2.0</b>
5. Mitsubishi Lancer eva. VI	0.244	300	<b>591</b>	1,230	132	1.5	4.0
6. Subaru Impreza WRX	<b>0.184</b>	247	331	<b>1,340</b>	131	1.2	2.8
7. Ford Focus Cosworth	0.244	300	549	1,230	131	1.3	3.0
8. Peugeot 206	0.244	300	534	1,230	131	1.2	4.4
9. Citroën Xsara Kit Car	<b>0.252</b>	280	440	960	133	<b>3.4</b>	4.8
10. Nissan Micra	0.196	<b>155</b>	<b>136</b>	<b>790</b>	129	1.3	<b>4.9</b>



# WIN! The Ultimate Gaming Rig!!

OVER \$20,000<sup>00</sup> IN PRIZES!

**Rattlebrain**  
"We Make You Think..."



**You have the POWER.** In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Try your hand and play to win!

**Computer Contest.** Win a tricked out gaming computer with 2.0 Ghz Pentium 4, 512 meg. RAM, 100 Gig. HD, DVD, Windows XP, Nvidia card and more!

**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Microsoft Xbox, Nintendo Gamecube and Sony Playstation 2! Get all three or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games you choose, Gameboy Advance, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 60 inch HDTV monitor 130 watt receiver w/ Dolby Digital, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** For each contest there will be four more puzzles at \$2.00 each and one much tougher final at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 45% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

	H					M
		E				Y
P	I	N	C	H	W	S
	R					T
S						R

**WORD LIST and LETTER CODE chart**

PINCH .....W PRESS.....K BLAST.....A WRECK.....D  
BREAK.....Z PUNCH.....S SPRAY.....C TURBO.....V  
STOMP.....T STAND.....R PRESS.....E DREAM.....O  
CRUSH.....J SCORE.....H SLANT.....L CHASE.....P

**MYSTERY WORD CLUE**

**WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT**

## Yes!

**ENTER ME TODAY. HERE'S MY ENTRY FEE:**

- ☐ (\$3.00) Video Game Contest  
☐ (\$3.00) Media Rig Contest  
☐ (\$3.00) Computer Contest  
☐ (\$5.00) SPECIAL! Enter them all! (SAVE \$4.00!)

## Nursing

Age

Address

City

Stat

**Zip**



**PUZZLE WITH PAYMENT TO:  
RATTLEBRAIN, P.O. BOX 9315  
PORTLAND, OR 97207-9315**

**WHO WHERE PROHIBITED • ENTRY DEADLINE POSTPONED BY July 12th, 2002 • ENTRY FEE MUST BE INCLUDED**  
Only one entry per person. You must be under 30 years old to play. Suppliers of RuffRounds, the ineligible. Not responsible for lost or delayed mail. Judges decisions are final. Open to residents of the U.S. and Canada. Winners determined no later than 12:00pm Eastern Standard Time on 7/12/02. Prizes awarded by 7/12/02. Winner's name will be posted on RuffRounds.com. 1250 Michoud road, Kansas and mobile are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. If you've used all of this contest what you have the opportunity to win is well (C)2002 RuffRounds.

Verifiable retail value of the prize packages as follows: Media Big Contest package \$7,012.00 core components shown, bonus options \$3,449.00, cash options \$1,250.00. Computer Contest package \$2,500.00 for example; bonus options \$2,337.00, cash options \$1,250.00. Video Game Contest \$700.00 for systems shown, \$3,548.00 bonus options, \$1,250.00 cash options.

Name	FW Ratio (hp / kg)	Power (hp)	Torque (Nm)	Weight (kg)	Top Speed (mi-1 mph)	Acceleration (relative)	Handling (relative)
<b>• Expert Level</b>							
11. Saab 900 T16	0.491	540	630	1,100	142	3.1	5.0
12. Opel Astra T16	0.455	510	658	1,120	142	3.1	5.2
13. Ford Focus Rallycross	0.470	526	748	1,120	142	3.1	5.0
14. Citroën Xsara Rallycross	0.455	510	681	1,120	142	3.1	4.6
15. Mitsubishi Lancer evo. 6.5	0.268	330	488	1,230	141	2.8	3.8
16. Subaru Impreza Hill Climb	0.244	300	470	1,230	140	2.6	4.2
17. Lancia Delta Integrale	0.300	345	450	1,149	140	2.9	1.8
18. Nissan Skyline	0.552	850	1,202	1,549	141	2.4	2.0
<b>• Classic Level</b>							
19. Mitsu 604	0.398	410	504	1,030	147	1.6	2.2
20. Peugeot 205 T16	0.549	500	499	910	152	4.1	3.0
21. Audi Quattro S1	0.408	530	790	1,298	151	3.6	2.0
22. Lancia Delta S4	0.567	550	586	970	152	4.1	2.4
23. Ford RS 200	0.381	450	644	1,180	151	3.8	3.6
24. Renault 5 Turbo	0.227	230	245	1,012	153	6.0	2.6
<b>• Unlimited Level</b>							
25. Peugeot 405 T16 Hill Climb	0.531	520	637	880	161	4.8	4.7
26. Audi Quattro S1 Hill Climb	0.462	600	590	1,298	160	4.0	3.0
27. Suzuki Grand Vitara JP Special	1.226	987	1,111	900	161	5.0	4.0
28. Toyota Tacoma Hill Climb	0.950	850	755	885	161	4.9	3.3
29. Saab 900 Viggen Hill Climb	1.064	750	702	548	160	4.8	1.4

The toughest courses in the game by far are the hill climbs! Well, the downhill versions of them are even harder, but you're not required to complete those to unlock anything. In this section, I'll go over some of the more difficult parts of the hill climb stages.

### MT. KIWI

Base



#### Turn 7

This is an abrupt right with an exposure on the outside. With a big rock near the apex, you won't be able to take it at high speeds. Try to aim for the inside of the curve while avoiding the rock at the same time.



#### Turn 11

There's a crest before the curve starts to curve left. You won't be able to see the change in curvature until after you clear the crest. If you're using a fast car, let off the gas a little bit as you go over. Otherwise, you'll have too much forward momentum to clear the first part of the turn ahead.

#### Ridge, Turn 22 Summit, Turns 8-9

#### Ridge, Turn 16

#### Summit, Turn 6

#### Base, Turn 7

#### Base, Turn 11

#### Base, Turns 17-18

#### Ridge, Turns 2-3

you'll be forced to take turn 17 wide, which will totally destroy any chances of navigating through the chicane at a decent speed. In this section the incline is steep enough for you to be able to just let off the gas and allow gravity to scrub off some of your excess speed, so forget about the brakes and take it easy with the throttle!

#### Turns 17-18

Here's a rough uphill chicane. It looks like you can plow straight through with the proper entry, but don't try it; there are barrels and severe bumps on the insides of each apex. Additionally, if you pick up too much speed coming out of turn 16,



## MT. KILI CONTINUED

## Ridge



until you reach turn 3.



over the grass, so don't open the throttle all the way until you're back on course.

## Turns 2-3

Even though the navigator says "easy right," the opening of this chicane is quite sharp. As you pass over the crest before turn 2, stay on the right side of the course

## Turn 16

You can take a shortcut here by cutting through the inside of the turn, just to the left of the tree near the apex.

Remember, your handling will be reduced as you drive

## VISTA PEAK

## Base



parts. The first one is sharp, and the second one is even sharper. Use your brakes for both of them.



but there are a lot of rocks in this area. Find your line first, then accelerate through.

## Ridge

## Turns 14-20



19, avoiding the cliff exposure altogether. Once you reach turn 20, though, get ready for some major braking for the hairpin coming up.

## Turn 22



You can cut a little bit of the apex here. Going into the shrubs is okay, but you'll be penalized if you go too deep inside.

## Turns 5-6

Turn 5 starts out flat, but then curves downhill. Cut the inside of the turn as you go over the crest by about one to one half of a car's width. Turn 6 has two

## Turns 18-20

As you exit the long medium right, your first instinct will be to remain on the gas. Don't do it! Turns 19 and 20 are small,



to prevent yourself from falling over the exposure on the outside.

## Summit



turn 9 is completely obscured until you're over the hill crest. You'll want to go fast, but if you do, you'll crash every time. Stay on the right side of the course as you enter turn 8 and go slow until you can see the apex of turn 9.

## Summit

## Turn 1



this corner normally. The incline around the apex is even steeper, so if you go too far inside too early, the front of your car will be pushed toward the outside. Do most of your turning while you're still on the outside, where the track is closer to level.

## Base, Turns 5-6

## Base, Turns 18-20

## Ridge, Turns 14-20

## Summit, Turn 1

## Summit, Turns 11-12

## Turn 22

Here is another turn where your navigator's advice may be a little confusing. This is classified as an "easy left," but if you take it at full speed it's nearly impossible

## Turn 6

Cut into the apex of this hard right to save a little time.

## Turns 8-9

This corkscrew combination is really hairy. The preceding easy left (turn 7) is practically nonexistent, so you can easily accelerate up to a high speed. As you enter turn 8, turn 9 is completely obscured until you're over the hill crest. You'll want to go fast, but if you do, you'll crash every time. Stay on the right side of the course as you enter turn 8 and go slow until you can see the apex of turn 9.

This is one of the most difficult hairpin turns to navigate. What makes it especially tough is the abrupt steep slope. Because of the difference in height, you can't take



This set of turns has a fence enclosing

the entire area. There is simply no fast way to navigate through them. Coast into turn 11, turning into the apex late and wide. If your entry is correct, then exiting through turn 12 will be no problem.



## Xbox strategy





### KOENIG

#### Base

##### Turn 12



posts on the inside. With this snowy terrain, you will have to start turning much earlier than before in order to corner like you would on other surfaces.

##### Turn 23



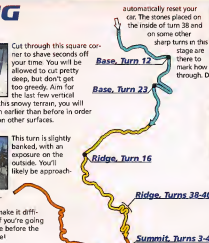
This turn is slightly banked, with an exposure on the outside. You'll likely be approaching it at a very high speed. There's a small crest just before the turn that will make it difficult to navigate through if you're going too fast. Slow down a little before the crest and stay on the inside!

#### Ridge

##### Turn 16



There's a nice shortcut here just to the left of the flat rocks inside the apex. It's difficult to see, so it might take a few tries to find the opening.



#### Summit, Turns 10-11

##### Turns 10-11



Dependent on what car you're using, it may be quicker just to stay on the road.



#### Summit

##### Turns 3-4



There are two jumps just before the hard right that will make turning impossible for you if you're driving fast enough to catch significant air off the first one. Slow down a little bit as you go over the first crest. Once you're going up the second hill, start turning. If your timing is good, you'll already be pointed toward the exit of turn 4 as you catch air over the second jump.

On the inside of turn 11, there are three trees. You can cut through them if you drive between the two on the left side, but the terrain is bumpy, so you'll flip if you're going too fast.

## INTERVIEW

### Tobias Andersson, Producer of RallySport Challenge, Digital Illusions CE AB

**T&T:** Realistic gameplay and physics rarely seem to coincide with fun gameplay—yet games like RallySport Challenge have real-life analogues, so there needs to be a certain degree of realism for the game to be convincing. How do you balance between these two extremes? How does one decide which elements are to be more realistic (at the possible expense of interface and gameplay quality) and which elements are to be designed to maximize fun at the expense of realism?



#### Tobias Andersson:

When we started out designing the game, we focused totally on gameplay, on the handling of the car. We did several racing games before and knew what we wanted to make better. So in that way, we have an experienced crew that had done a lot of gameplay tweaking before and knew what to do this time, which helped a lot, of course.

We also wanted to avoid having graphical effects just for the effects. There are a few that are there just for fun of it—like the leaves falling

down from trees—but overall we wanted the graphics to have a meaning in the game. The particle effects, for example, are nice looking, but they also help the player to understand why the surface behaves as it does. Driving in deep snow, which makes the car go slower, you might have a hard time accepting that unless you actually see snow being thrown up from the wheels, indicating that this really is deep snow. When it comes to the gameplay, we focused on what we thought was fun racing, and the game is really all about that. We didn't want to put the player in a garage, having to fix the car all the time. The garage could be an example of perhaps a "realistic" thing that we skipped "cause it's not a fun part of the racing experience. Balancing and doing the tweaking to get the right car handling and gameplay is a combination of several things. First of all, gut feeling and experience, which we have loads of here at DICE. But we wouldn't be able to get such a good result without the team at Microsoft in Redmond, who we did the game together with. They came with excellent feedback and held very helpful test sessions with both experienced and non-experienced gamers, which helped us tweak the gameplay to work for as many people as possible.

**T&T:** Can you tell us something about the difficulties and problems of implementing a steering interface for a racing game like RallySport Challenge? Although there is a certain degree of correspondence between controller and steering wheel, the mapping isn't perfect. How do you resolve some of those differences while still making the cars driveable?

**T.A.:** It's not so different in one way. The rally drivers steer with quite small movements on the

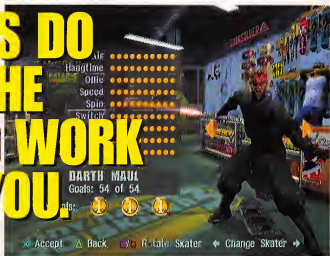
steering wheel (as long as you don't want to slide through a curve), pretty much the same thing you do with the joystick on the game pad. But here is actually a very good example of something that can't be totally simulated. There is a simple reason why not everyone can get into a real rally car and drive very fast and keep on the road. It is very difficult to control the car in a game, you need to make it easier, so there is code that helps the player to keep the car on the road. In a way, it's pretty similar to how the anti-skidding system in a modern car works!

**T&T:** Have the graphics programmers used any kind of special techniques that we have not seen in other racing games before?

**T.A.:** That's a difficult question in one way, 'cause it's impossible to say something with certainty. There are a couple of examples that I think stand out when it comes to graphics effects, for example, the water (which really is quite "overkill" for a rally game), the swaying trees and grass and the moving clouds in the sky. Ours is probably the only game with animals that look at the cars when they pass by—and one of the first not to have just flat spectators and animals at the side of the road like billboards.

**T&T:** Is rally racing really supposed to be fun? Seriously, the cars handle so beautifully on the various surfaces that it seems a shame that there isn't more realism in the game to drive on. With gravel and ice, the player is forced to think ahead more and drive slower overall, it's more technical and less forgiving. How does the game's handling compare to real life (on tarmac, gravel and ice)? And why didn't you use more realism?

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OFFER EXPIRES SEPTEMBER 29, 2002

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# mister mosquito

by Charlotte Chen

This is the tale of Mister Mosquito, a lovestruck insect who buzzes into the Yamada Family home and proceeds to make it the suckiest place on Earth. If you ignore the factual problem that only female mosquitoes actually suck blood, the game is a rather enchanting fable about survival of the fittest in a modern Japan household, filled with hilarious dialogue and humorous scenes in which the Yamadas bemoan their respective insect bites. Kudos to Eidos for having the courage to bring this eccentric title to the U.S.; all too often, innovative and unique titles never leave Japan, leaving gamers here stuck with a glut of unoriginal and rehearsed ideas. As you pit your stealth-like sucking abilities against the Yamada's hatred for unsolicited itchininess, the war between human and insect will escalate from direct physical combat to all-out chemical warfare. Don't worry, though; it's nothing but good, clean family fun!

## ITEMS

### Heart Rings

Collect 50 of these and your total life will increase by one heart.

### Food

Whenever you collect a food item, you receive tips and secrets.

### Heart

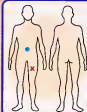
These will refill your health if you're injured.

## BATTLE TIME

Nobody likes mosquitoes, so as soon as the Yamadas notice you, they'll try to squish you to smithereens. Fortunately, Mister Mosquito is equipped with extraordinary acupuncturist abilities; simply hit them in their Relaxation Points to make them stop chasing you. In each stage, if you complete a battle within a set amount of time (displayed in the upper right corner of the screen during your battle), you'll unlock a new mosquito color.

● Relaxation Points X Suck Points ● Faint Points

## Stage 1: Rena's Room



**Victim:** Rene  
**Relaxation Point:** Stomach

**Suck Point:** Left thigh (2 tanks)

**EX Tank:** Behind the box of videotapes

**Bonus Color:** White



1. 1 Heart (left behind the video tapes)
2. 1 Heart in front of TV
3. 1 Heart on top of the bed
4. 1 Cube on top of couch rail
5. 2 Heart Rings behind CD's
6. 8 Heart Rings above the air conditioner
7. 1 Heart Ring
8. 1 Heart Ring
9. 1 Heart Ring
10. 3 Heart Rings behind TV
11. 1 Heart Ring in front of cushion on chair
12. 1 Heart Ring between the cushion and under the desk
13. 1 Heart Ring between the box and the wall
14. 1 Heart Ring

Dim the lights or change the music on the stereo to establish the correct blood-sucking mood. Rena will get up and complain when she lies down again, her Suck Point will appear. Chow down.

## THE BASICS

### Flying Controls

- R1—Accelerate
- L1—Brake/Reverse slowly
- R2—180° quick turn
- L2—Rear view
- △—Change camera angle
- Dive at selected object/Land on selected area
- Left Analog Stick—Steer
- Right Analog Stick—Parallel movement

### Blood Sucking Controls

- R3—Pierce skin (Push in the right analog stick like it's a button)
- Right Analog Stick—Rotate the stick clockwise to start sucking blood
- △ ○ X □—Press any button to stop sucking

### Stress Gauge

The horizontal graph shows the victim's stress level.

- Green—The victim is not concerned about you.
- Yellow—You are starting to irritate the victim.
- Red—The victim is going to swat you any second! If you are swatted while sucking blood, you will die instantly.

### Rhythm Gauge

The vertical bar on the far left helps you keep the correct rhythm while sucking blood. Keep the white circle inside the blue area of the bar to minimize the victim's stress level, rotating faster if the bar is rising and slowing down when it's falling.

### Blood Gauge

Located to the right of the Rhythm Gauge, this shows you how much blood you've sucked. When you fill one bar, you've acquired one tank of blood.





## Stage 2: Storeroom



**Victim:** Kaneyo  
**Relaxation Point:** Stomach, forehead  
**Suck Point:** Left ankle (2 tanks)  
**EX Tank:** Bottom shelf of bookcase

**Bonus Color:** Green



Kaneyo is walking back and forth, looking in boxes. Her Suck Point appears when she's standing on the left.



1. EX Tank between cardboard box and bookshelf
2. 1 Heart behind the trophy
3. 1 Heart in front of the trophy
4. 1 Tangurine in 1 vacuum cleaner box (the box on the right has something on it)
5. 1 Heart ring
6. 1 Heart ring
7. 2 Heart rings around the right bulb
8. 1 Heart ring between the legs of the trophy
9. 1 Heart
10. 2 Heart rings under the second plate
11. 2 Heart Rings
12. 1 Heart ring across the vacuum cleaner's nose
13. 1 Heart ring above the vacuum cleaner's base
14. 1 Heart rings behind the vacuum cleaner
15. 1 Heart ring

## Stage 3: Living Room



**Victim:** Kenichi  
**Relaxation Point:** Right knee, right shoulder, right leg (rear)  
**Suck Point:** Scalp (3 tanks)  
**EX Tank:** Left armrest of couch

**Bonus Color:** Light Purple



1. EX Tank on left street of couch
2. 1 Heart
3. 1 Heart
4. 1 Heart under coffee table
5. 1 Heart ring
6. 1 Heart ring under sofa
7. 1 Heart ring under sofa, near carpet
8. 1 Heart ring under sofa, near chair
9. 1 Heart ring
10. 1 Heart ring near ceiling
11. 1 Heart ring near ceiling
12. 1 Heart ring near ceiling
13. 1 Heart ring near ceiling
14. 1 Heart ring behind TV screen
15. 1 Heart ring behind upper part of TV
16. 1 Heart ring behind lower part of TV

You need to distract Kenichi by turning off the television (use the remote on the couch) or by turning on the fax machine. Once he settles down again, the Suck Point on his head will appear briefly.

## Stage 4: Bathroom

Timed: 03'30"00



**Victim:** Rena  
**Relaxation Point:** Forehead  
**Suck Point:** Chest (3 tanks)  
**EX Tank:** Inside washbasin  
**EX Tank:** Behind Rena's head

**Bonus Color:** Red



1. EX Tank on washbasin
2. EX Tank behind Rena's head
3. 1 Heart
4. 1 Heart
5. 1 Bomb near washbasin
6. 1 Heart ring
7. 1 Heart ring under bench
8. 1 Heart ring
9. 1 Heart ring
10. 1 Heart ring
11. 1 Heart ring
12. 1 Heart ring
13. 1 Heart ring near ceiling lamp
14. 2 Heart rings
15. 1 Heart ring

Rena's Suck Point just happens to be right below her left shoulder. It will appear when she starts dazing off, so just wait until you have an opening and dive in. And no, smart guy, she won't get out of the bathtub during a fight; she just sprays you with hot water.

## Stage 5: Kitchen



**Victim:** Kaneyo

**Relaxation Point:** Right palm, stomach, right thigh

**Suck Point:** Right pinky toe (2 tanks), bottom of left foot (2 tanks)

**EX Tank:** Inside the pan on top of the rack

**Bonus Color:** Yellow



1. EX Tank inside pan upside down on rack
2. 1 Heart inside microwave
3. 1 Heart
4. 1 Heart
5. 1 Apple behind pan
6. 0 Heart Ring
7. 1 Heart Ring
8. 1 Heart Ring
9. 1 Heart Ring
10. 1 Heart Ring
11. 1 Heart Ring
12. 1 Heart Ring on top of chair cabinet
13. 1 Heart Ring under chair
14. 1 Heart Ring
15. 1 Heart Ring
16. 1 Heart Ring between the wall and the garbage can
17. 1 Heart Ring

Kaneyo is stuck in an infinite loop, walking back and forth between the stove and the sink. You can only suck her blood when she is standing in front of the sink. Start with her left foot. She only lifts it up for a limited time, so suck up one tank of blood, then disengage. Repeat as many times as necessary to fill up the tanks. Afterwards, hide beneath the shelter that runs along the bottom of the kitchen counter and lie in wait for her juicy little pinky toe. Check out the microwave in this stage for some surprises.

## Stage 6: Rena's Room



**Victim:** Rena

**Relaxation Point:** Left thigh, right arm, chest

**Suck Point:** Neck (2 tanks), left finger (2 tanks)

**EX Tank:** Behind the cardboard on top of the wardrobe

**Bonus Color:** Blue



1. EX Tank on top of wardrobe near coat support
2. 1 Heart
3. 1 Heart
4. 1 Heart
5. 1 Candy
6. 1 Heart Ring between desk legs
7. 1 Heart Ring between chair legs
8. 1 Heart Ring between desk legs
9. 1 Heart Ring behind desk legs near the floor
10. 1 Heart Ring
11. 1 Heart Ring under the cell phone
12. 1 Heart Ring
13. 1 Heart Ring behind the mirror
14. 1 Heart Ring near ceiling right
15. 1 Heart Ring
16. 5/5, 2 Hearts

Dive into Rena's cell phone to make it ring. She'll pick it up and begin talking to the voices in her head. While she's on the phone, the Suck Points appear for a short period of time. She will spray insecticide during battle, but you can avoid it easily by using the right analog stick.

## Stage 7: Japanese Room



**Victim:** Kenichi

**Relaxation Point:** Right shoulder, stomach, left leg (rear)

**Suck Point:** Lower lip (3 tanks), left palm (3 tanks)

**EX Tank:** Near ceiling, in small alcove with the vase and plate display

**Bonus Color:** Grey



1. EX Tank near ceiling alcove with plate and vase display
2. 1 Heart
3. 1 Heart
4. 1 Heart
5. 1 Heart
6. 1 Heart
7. 1 Heart
8. 1 Heart
9. 1 Heart
10. 1 Heart
11. 1 Heart
12. 1 Heart
13. 1 Heart Ring near ceiling on the right
14. 1 Heart Ring
15. 1 Heart Ring
16. 1 Heart Ring
17. 2 Heart Rings
18. 1 Heart Ring
19. 1 Heart Ring
20. 1 Heart Ring
21. 1 Heart Ring
22. 1 Heart Ring

## Stage 7: Japanese Room continued

Kenichi is stuck in an infinite loop, just like Kaneyo was in the kitchen. All you have to do is be patient. Wait in front of him and to his right, at a slight angle. Watch his movement carefully: when he puts his hand down and turns his palm upwards, rush in and suck on it. Kenichi is much more sensitive than the Yamada women, so don't take risks; disengage if his stress gauge starts to get jagged. When you're done with the left palm, you need to get his lower lip. This time, hang out in front and slightly to the left. You should be able to dive a longer distance to his lip without getting knocked silly. If you have to fight him, stay near the back so you won't get hit by Mosquito Poison while performing evasive maneuvers.



## Stage 8: Rena's Room

**Victim:** Ayaka  
**Relaxation Point:** Left shoulder  
**Suck Point:** Back (1 tank), belly button (1 tank), left armpit (1 tank), right knee (1 tank), left eyelid (2 tanks)  
**EX Tanks (2):** On Table  
**Bonus Color:** Mint Green



- 1 EX Tank on table
- 2 EX Tank on table
- 3 Heart
- 4 Heart
- 5 Cherry
- 6 1 Heart Ring
- 7 Heart Ring behind the rug
- 8 Heart Ring
- 9 Heart Ring
- 10 Heart Ring
- 11 Heart Ring
- 12 Heart Ring
- 13 Heart Ring
- 14 Heart Ring
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- 96 Heart Ring
- 97 Heart Ring
- 98 Heart Ring
- 99 Heart Ring
- 100 Heart Ring

Congratulations! If you made it through Stage 7, then you deserve this. Ayaka is a luscious, helpless, easy victim—and there are tons of items scattered around the room. She's walking around the room in a circle, so just dive in. The only area you need to time correctly is her left armpit: she only puts her hands on her hips when she's standing in front of the bed. Once you get every other Suck Point, she'll drop her eyeglasses and start crawling around the floor in a circle. You can only get her left eyelid when she reaches the corner near the television. This is a great level for you to fill up some of your EX Tanks. If you can't seem to zero in on her Suck Points, it's because you're coming at her from the wrong side.

## Stage 9: Master Bedroom

**Victim:** Kaneyo  
**Relaxation Point:** Right foot, left foot, right shoulder  
**Faint Point:** Neck  
**Suck Point:** Chin (2 tanks)  
**EX Tanks:** Underneath the higher end of the exercise machine  
**Bonus Color:** Dark Purple



- 1 EX Tank under the exercise machine
- 2 Heart
- 3 Heart
- 4 Heart
- 5 Heart
- 6 Heart
- 7 Heart
- 8 Heart
- 9 Heart
- 10 Heart
- 11 Heart
- 12 Heart
- 13 Heart
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- 99 Heart
- 100 Heart

Kaneyo is armed with two insecticide cans. Purple poison is oozing through the upper atmosphere, making the entire room hazy. Stay low and use the right analog stick to avoid her direct spray attacks. After you hit her Relaxation Points, you need to watch for the Faint Point to appear on her stomach. It comes up while she's crossing her arms, right before she jumps up and says something like, "Kaneyo the Miraculous!" and sprays insecticide everywhere.

## Stage 10: Renna's Room



**Victim:** Renna  
**Relaxation Point:** Stomach, back, right ankle  
**Faint Point:** Forehead  
**Suck Point:** Right cheek (2 tanks)  
**EX Tank:** On top of wardrobe near bug zapper  
**Bonus Color:** Light Blue



This time it's personal. Renna's obviously gone off the deep end, since her entire room is wallpapered with bug zappers. Stay near the middle. She's got a spiral attack, but if you put down Kaneyo, her daughter shouldn't be too difficult. Hit her Relaxation Points, then watch from above. The Faint Point on her forehead will appear right before she jumps and says, "Miracle Renna!"



1. EX Tank
2. Heart
3. Heart
4. 1st Heart
5. 1st Heart Ring behind the spray
6. 1st Heart Ring
7. 1st Heart Ring
8. 1st Heart Ring
9. 1st Heart Ring
10. 1st Heart Ring near the garbage can
11. 1st Heart Ring
12. 1st Heart Ring between the zipper and the wall
13. 1st Heart Ring between the zippers
14. 1st Heart Ring
15. 1st Heart Ring between the zipper and the air conditioner
16. 1st Heart Ring between the desk legs

## Stage 11: Living Room



**Victim:** Kenichi  
**Relaxation Point:** Stomach, butt  
**Faint Point:** Forehead  
**Suck Point:** Scalp (3 tanks)  
**EX Tank:** Under piano  
**Bonus Color:** Purple



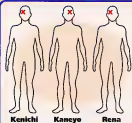
This is the hardest level of the game. The room is drenched in insecticide, and there are bug sprayers tracking your movement. Don't touch anything! Kenichi's the loneliest of the Yamada bunch, and his war cries before his supreme special attack can range from "Kenichi the Miracle Special!" to "Kenichi the Illusion Finale!" No matter what he says, it basically means you're screwed, since he's going to launch lightning bolts all around the room which will take off three hearts automatically. It is not possible to use any object in the room as a shield; you just need to be fast enough and lucky enough to be behind him (and pretty far away) when he launches it. This isn't likely to happen...so if you don't have at least four Hearts by the time you reach this stage, you need to go back to earlier levels and collect some Heart Rings. If you're injured, there's a Heart above the piano stool that is easily accessible (and it's close to the EX Tank). After you hit both of his Relaxation Points, his Faint Point will appear on his forehead, right before he launches a "Miracle Special." He will probably recover consciousness before you finish filling up your blood tanks, after which you need to do everything all over again. Don't give up; this is the next-to-last level. There's also another Heart in the corner near the left armrest of the couch to help you recover during the second bout.



1. EX Tank near the piano
2. 1st Heart on top of piano stool
3. 1st Heart
4. 1st Heart
5. 1st Heart
6. 1st Heart Ring under the piano
7. 1st Heart Ring
8. 1st Heart Ring
9. 1st Heart Ring
10. 1st Heart Ring
11. 1st Heart Ring near the floor
12. 1st Heart Ring
13. 1st Heart Ring
14. 1st Heart Ring
15. 1st Heart Ring
16. 1st Heart Ring

## Stage 12: Yamada Home

Timed: 00'5"30



### Victim: Yamada Home

**Suck Point** (Kenichi): Right eyelid (2 tanks)

**Suck Point** (Kaneyo): Left eyelid (2 tanks)

**Suck Point** (Rena): Right eyelid (1 tank)

**EX Tank:** Third step

**EX Tank:** Ceiling lamp over stair case

**EX Tank:** Boxes on top of second flight



This is your last chance to fill up your EX Tanks. If you don't have enough, you should replay Stage 8 and suck Ayaka dry until you only need to fill up the three EX Tanks in this level and can fill up one per Yamada. Pick up the one on the staircase first, then go through the first door downstairs to suck up Kenichi's blood. Just because he's unconscious doesn't mean you can suck on him with impunity; his stress level is still changing and he may slap you by reflex. Just fly away until the stress goes down. Don't touch anything in the room, since it's still drenched in insecticide. Go upstairs and pick up the last two EX Tanks, then go into the room on the left. Kaneyo is lying there. You will need to be fairly close before you can land, otherwise her hair or hand will get in your way and knock you out. When you're done with her, go to Rena's room. Her blood flow is extremely erratic, so it's much harder to find her rhythm than it was with her parents. Just watch the stress gauge and take off when she gets irritated. When you finish getting all the Tanks you want, fly out of the room to end the level.



1. EX Tank on third step, on the left
2. EX Tank near lamp over staircase
3. EX Tank on boxes in corner on second floor

## SECRETS

### Kaneyo Mosquito

At the main menu, hold L1 and quickly press Up, Right, Left, Down, Square, Square, R1, R1, R1. If you're fast enough, you'll hear Kaneyo's voice to confirm the code. The Kaneyo mosquito option will appear at the mosquito color selection screen.



### Kenichi Mosquito

This code will not work unless you enter the Kaneyo Mosquito code first. At the main menu, hold L2 and quickly press Up, Right, Left, Down, Square, Square, R2, R2, R2. If you're fast enough, you'll hear Kenichi's voice to confirm the code. The Kenichi mosquito option will appear at the mosquito color selection screen.



### Special Mosquito

When you get the new mosquito colors from every stage, you unlock this realistic mosquito costume.



### Hidden Game: Reckless Cyclist

At the title screen, grab Controller 1 and rotate the right analog stick clockwise 30



times. Every 10th rotation, you'll hear a chime. When you get to the 30th rotation, you'll automatically begin playing the hidden game.

### Second Year

If you filled all 16 EX Tanks with extra blood, you will survive the winter and be able to torment the Yamadas for another summer. During the second year, the Yamadas have more Relaxation Points. Also, every time you boot up the game, one of 20 different subtitles will be displayed at the title screen.

### Report Card

At the end of the game, you're given a rank from "A" to "E." To get an "A" ranking, you must fill all the EX Tanks and collect all the Items without using any continuances. Also, by the end of the summer you should have bitten the Yamadas about 130 times.



# BLOODY ROAR<sup>®</sup>

## PRIMAL FURY

by  
Jason Wilson



The only "true" fighting game for the GameCube, *Bloody Roar: Primal Fury* rivals *Dead or Alive 3* for the X-Box in terms of graphic quality and overall gameplay. Considered a cult favorite, the *Bloody Roar* series has spawned as many sequels as *Virtua Fighter* and nearly as many as *Tekken*, the two franchises that set the standards for 3-D fighting games. To distinguish it from the previous chapter in the series (*Bloody Roar 3* for the PlayStation 2), the GameCube-exclusive *Primal Fury* has spectacularly revamped stages and two "new" characters that were not available in the PS2 game. For a more detailed strategy guide, check out my *Bloody Roar 3* feature in the August 2001 issue of *Tips & Tricks*; most of that info still applies here.

### GAMEPLAY

Not much has changed from *Bloody Roar 3*. The overall gameplay is basically the same, with one exception: You are **ONLY** able to sidestep away from your opponent by pressing the L or R buttons as opposed to pressing Down on the D-pad. Pressing Down now causes your character to duck, giving you more options to initiate a proper offensive attack and fooling your opponent with an increased repertoire of overall moves and tricks. Also, you are now allowed to transform into Hyper Beast Form at any time during the game by pressing the Z button.

Doing so removes a large portion of your health bar, so keep this in mind if you feel confident enough to blast your opponent in the beginning of the round. It is best to use this technique when you have very little health left in the waning moments of a match. All other techniques from the previous game are intact, including the Beast Drive (Super Moves) and the standard method of blocking an opponent's attack (holding Back to block High attacks and Air Attacks or Down to block Low Attacks).



### MAGIC THROWS

If you walk up to your opponent when the words "GET READY" appear on the screen and press the Y button rapidly, you will throw your opponent almost every time! I used this sneaky trick all the time in *Bloody Roar 3*; I can't believe it still works on the GameCube. The only time it doesn't work is during the last three stages of Time Attack mode. At this level, the computer will usually be on to you; therefore, it's best to hang back and counter the computer opponent's first move instead.



### SECRETS

This is it: how to unlock **EVERYTHING** in *Bloody Roar: Primal Fury*! Note that there is more than one way to unlock each stage and character.



• To unlock the secret character Ganesha and the Indian Palace Stage:

**Method 1:** Defeat Kohryu at Stage 5 in Arcade mode, then defeat Ganesha in Arcade mode.

**Method 2:** Play any game mode over 50 times.

• To unlock the secret character Kohryu:

**Method 1:** Defeat Kohryu in Stage 5 of Arcade mode.

**Method 2:** Play any game mode over 150 times.

• To unlock the secret character Cronos and the Evil Laboratory stage:

**Method 1:** Defeat Cronos in Arcade mode after you have unlocked Kohryu and Ganesha.

**Method 2:** Defeat Cronos in Survival mode.

**Method 3:** Play any game mode over 100 times.

## SECRETS



To unlock the secret character Uranus and the Chaos Laboratory stage:

- Method 1:** Defeat Uranus in Survival mode after unlocking Ganesha, Cronos and Kohryu in Arcade mode.  
**Method 2:** Play any game mode over 200 times.

**Note:** To easily unlock all of the secret characters and stages, simply choose any game mode (Arcade, vs. Battle, Time Attack, Survival, Team Battle or vs. Team Battle), pause the game during the first battle, then quit and restart, repeating the process 200 times.

The following cheats can be unlocked using by any character and continuing as many times as you wish:



- Finish Arcade mode once to enable the "Cheats" option and unlock the Movie Player, which will allow you to view to view each character's ending after you have finished the game with that specific character.

- Finish Arcade mode twice to unlock COM Battle mode.



- Finish Arcade mode three times to unlock the Kids Mode cheat option.

- Finish Arcade mode four times to enable "big heads" in the Kids Mode cheat option.

- Finish Arcade mode five times to enable "big arms" in the Kids Mode cheat option.

- Finish Arcade mode six times to enable "no walls" in the Change Boundaries cheat option.

- Finish Arcade mode seven times to enable "weak walls" in the Change Boundaries cheat option.

- Finish Arcade mode eight times to enable "final round" in the Change Boundaries cheat option (you can only break walls in the final round of a match).

- Finish Arcade mode nine times to enable "low speed" in the Change Game Speed cheat option.

- Finish Arcade mode 10 times to enable "high speed" in the Change Game Speed cheat option.

- Finish Arcade mode 11 times to unlock the No Blocking cheat option.

- Finish Arcade mode 12 times to unlock the "Max Difficulty" cheat option.

- Finish Arcade mode 13 times to unlock the "Knock Down Battle" cheat option.

- Finish Arcade mode 14 times to enable "human mode" in the One Form Only cheat option (beast form disabled).

- Finish Arcade mode 15 times to enable "beast mode" in the One Form Only cheat option (human form disabled).

- Finish Arcade mode 16 times to enable "hyper mode" in the One Form Only cheat option (both human and regular beast form disabled).

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PS2

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# SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section.

The purpose of Select

Games is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



## HEADHUNTER



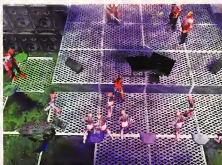
Headhunter was originally a first-party Dreamcast title which was released in Europe but never made it to the United States. Fortunately, Sega's agreement with Acclaim has allowed key Dreamcast titles (Crazy Taxi, 18 Wheeler, American Pro Truckster, etc.) to be converted to other systems for North American release, and Headhunter is one of them. We'll finally get a taste of what we've been missing...but on the PlayStation 2! Headhunter is one of those games that slipped under the "hype" radar. It's hard not to compare it to the Metal Gear Solid series—

there's plenty of sneaking around and an obvious ode to the VR Missions—but the style and execution make it stand out as a game worthy of its own merits. The world of Headhunter is that of a dark American future where bounty hunters, or headhunters, control the crime on the streets. So corrupt is the new world that the highest commodity is human organs, an even better alternative to plastic surgery. "Criminal bonds" are traded on Wall Street while the heroic feats of headhunters dominate the news and affect the American economy. Our hero, Jack Wade, snaps out of a coma in a hospital, not remembering his name or where he is. He soon finds out, amongst other things, that he's just been fired from the ACN (AntiCrime Network) and that he was one of their best men. He also learns that the head of the ACN has just been killed. The former ACN leader's daughter, Angela Stern, hires Jack based on his stellar reputation to find out who killed her father. As Jack dips deeper into the dark soil of the underworld, he also comes to learn who he is and what he's supposed to do. The layout of Headhunter gives you a certain degree of freedom, allowing you to tackle various missions at your own pace. Jack's a cool customer, he has a deep, grumpy voice, can equip and take off his shades whenever he wants and rides a street bike to get around town. Riding around on the bike gives you bonus points depending on your driving skills. The bonus points allow you to access various VR Missions called LELA, where you can train to qualify for a higher ranking and better weapons. The missions unfold as you complete certain tasks around town, with new objective indicators appearing on your in-game map. Headhunter also takes fun art to new rendition of a decadent society with hilarious dramatic scenes of the local news broadcast peppered throughout the game. Headhunter is a pleasant surprise with solid gameplay and vivid graphics; it's a good thing it didn't get buried along with the Dreamcast.



## HUNTER: THE RECKONING

Interspy + 2nd Quarter + 1 Player



## HUNTER THE RECKONING



*Hunter The Reckoning* reeks of symbolism, both religious (the cross-shaped sword hilt on the back of the Judge) and political (Ashcroft State Penitentiary). It makes the assumption that the world has always been controlled by supernatural forces beyond normal human comprehension. (So that's what they mean by a "shadow government.") Luckily, there are Hunters—men and women with the ability to identify and exterminate supernatural beings. When hordes of bad guys start spilling out of prison in reaction to the 100th anniversary of the day an all-natural bad guy was executed, the Hunters must restore the peace. There are four

different types to choose from: Avenger, Defender, Martyr and Judge, each with different strengths and weaknesses. For example, the Avenger is much stronger than the Judge, but the Judge has higher conviction. Hunters can use an assortment of both ranged and melee weapons, including a shotgun, crossbow, flamethrower and sword (for nice decapitation or dismemberment scenes). They are also able to use Edges (spells) which demonstrate the game's meticulous attention to graphic detail with realistic fire and water particle effects. *Hunter* combines staple elements of horror games (like zombies who chew holes in you) with less conventional ones, like armed zombies who shoot holes in you. The Xbox is capable of showing a large number of enemies on the screen at the same time, so you're constantly in a fight for your life as freaks of nature dive at you from all sides. Some of them will be resistant to certain types of attacks, but desperation pushes you up a steep learning curve, you'll quickly learn how to defend yourself against each kind of enemy. It's a fast-paced, disturbing and slightly tongue-in-cheek game. (At one point, you are attacked by a large teddy bear), but somehow *Hunter* manages to take itself seriously enough to challenge and amuse both casual gamers and horror enthusiasts alike.



# Select Games



## BOMBERMAN GENERATIONS

Nintendo Game Boy Advance • July • 1-4 Players



Bomberman survives into the next era of consoles with Bomberman Generations for the Nintendo GameCube! Bomberman now has a Jet Grind Radio-style "cel-shaded" look (not to mention longer arms and legs!) to give the game a more cartoony feel...and with Bomberman's cute character design, it fits like a glove. Professor Fin loads up a spaceship with six Bomb Elements and begins the journey to Planet Bomber. Along the way, he gets assaulted by the Hige Hige Bandits and the space freighter tumbles down into the atmosphere of Planet Tentacles. The Bomb Elements get spread all around the planet's surface and it's up to Bomberman to help the Professor retrieve the parts before the Hige Hige Bandits do. The Bandits have set traps all over the planet to try to discourage Bomberman from finding the elements, but they have completely underestimated Bomberman's bomb-setting skills! The adventure takes place on five huge worlds with 16 areas each. The gameplay is a little more linear than what we've seen in Bomberman Hero for the N64; in fact, the top-down, isometric view makes it almost like a 2-D platform game. As Bomberman finds each of the different Bomb Elements, he will gain new bomb powers associated with that particular element like water, ice, wind, etc. By using his bombs, Bomberman can blow up obstructing objects, eliminate pesky enemies and even create ledges and paths by changing the landscape. Bomberman will also befriend Charabombs along the way to help him on his quest. Charabombs can be merged together to create even more powerful Charabombs. Several mini-games also break up the pace: Motor Bomber, Bomber Marathon, Lorry de Bomb and more. Of course, Bomberman Generations lets you play the classic multi-player Bomberman games in five different modes over eight stages. There are a few new twists to the classic Bomberman mode, including a new bomb attack that can destroy several rows at once, but since the single-player mode is more akin to its classic roots, Bomberman fans should feel right at home.







## ENDGAME

Empire • May • 1-2 Players



So you beat *Time Crisis II* for your PlayStation 2 and now your light gun is rotting in the closet: Is there anything else for the Guncon 2? Yup—get ready for *Endgame*! *Endgame* feels, looks and plays like the *Time Crisis* series with its duck-and-shoot action and track-lined progression. Players assume the role of Jade, an American girl living with her game designer boyfriend, Tyler, in London. Jade is particularly fond of "Mighty Joe Jupiter," a gun-shooting game at the local arcade. Their bliss London life suddenly takes a turn when Tyler is kidnapped by the very same game company he works for. It's up to Jade to put the gun-shooting skills she's learned in the arcades to use in real life! As she tries to find Tyler, she uncovers the evil secrets of her boyfriend's employer, Euro-Dream. Players will get to play the mini-game, *Mighty Joe Jupiter*, as a training mission. Other modes include Arcade Mode, Story Mode, Speed Challenges and Hyper Mode. A Dual Gun Mode allows you to play with a friend, or go double-pistol like a John Woo film. The environments are fully interactive—if you can see it, you can shoot it—but there are also innocent bystanders in the game which will cost points if you shoot them. *Endgame* may not prepare you for the real thing...but at least your light gun will get some much needed action!



## ENDGAME



## DRAGON BALL Z: THE LEGACY OF GOKU

Infogrames • May • 1 Player



Despite the immense popularity of the cartoon show *Dragon Ball Z* in the U.S., there haven't been any *Dragon Ball Z* games released here since *Dragon Ball GT: Final Bout* for the PlayStation five years ago...which helps to explain why the game is now a rare collector's item. Last year, Infogrames grabbed the coveted *Dragon Ball Z* license, and we're finally seeing the games come to fruition. A PlayStation 2 and GameCube *DBZ* game is currently in the works, but the first set of *DBZ* games from Infogrames will be for the Game Boy Advance. *Dragon Ball Z: The Legacy of Goku* is a role-playing game that lets you play as everyone's favorite hero, Goku. The evil Frieza has kidnapped Gohan, Goku's son, and threatens to disrupt the safety of the Universe. Goku must set out on a journey and rescue Gohan and the universe! The game is based on the Saiyan, Namek and Frieza Sagas and features over 75 characters from the show. By completing various quests, Goku will build up his "Ki" level and acquire several inventory items. Goku will also master different energy attacks like "Ki" Blasts, Solar Flare and the devastating Kamehameha. The game is being developed here in the U.S. by Webfoot Technologies, so you won't find this *DBZ* game at import stores!



## DRAGON BALL Z: COLLECTIBLE CARD GAME

Infogrames • June • 1 Player



The second *Dragon Ball Z* game from Infogrames is the *Dragon Ball Z: Collectible Card Game* for the Game Boy Advance. Based on the popular Collectible Card Game from Score Entertainment, players can use the link cable to trade and battle each other. There will be several Attack, Block and Non-Combat cards that are exclusive to the GBA version and not found in the regular card game. You can also create multiple custom decks with over 300 cards, all based on the Saiyan, Frieza, Trunks and Android Sagas. The single-player game challenges you to a "ladder" fighting system where you will unlock new cards as you progress to the ultimate boss battle. Cell Henshi! Like the *Pokemon Trading Card Game* for the Game Boy Color, the *Dragon Ball Z: Collectible Card Game* is a good way to get prepped for the real thing without losing any cards. Players of the real card game will also be happy to know that a special powerful promo card will be included with the GBA game. So if you're a *Dragon Ball Z* fan and haven't scored a GBA yet, you'd better start filling up your piggy bank fast!



## KUNG FU CHAOS

Microsoft • Fall • 1-4 Players



"Those cats were fast as lightning!" That's right, everybody's Kung-fu fighting in Kung Fu Chaos for the Xbox. Kung Fu Chaos pokes fun at '70s-era martial arts flicks and features wacky characters who all speak in hilarious, badly-translated dialogue. Four players can rumble in several different Hong Kong-style movie sets. The oddball characters each have their own arsenal of moves and strange quarks...like Chop & Styx, a samurai with a kid strapped on his back, Nerja Fu Hiyu, a clumsy ninja, Xui Tan Sour, the avenger of his pet goldfish and more! The fighters power up by laying down taunts and insults. Kung Fu Chaos is due out this Fall.

## KAKUTO CHOJIN

Microsoft • Fall • 1-2 Players



Kakuto Chojin for the Xbox is a dark, edgy fighting game about street brawling. The game was originally called Project KX and is being created by a division of Dream Factory, the developer behind the Tobal series and Ehrgeiz. Kakuto Chojin

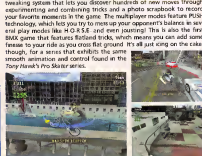
promises to be gritty and brutal with snapping bones and buckling legs. Brawls take place in dramatic locations like a rain-soaked roof or dimly-lit alleys. Details are still very preliminary at the moment, but Kakuto Chojin is scheduled for a Fall release.



## MAT HOFFMAN'S PRO BMX 2

Activision • June • 1-2 Players

Some impressive new features have been added to this series since it last appeared on the PlayStation. Activision, in cooperation with Rainbow Studio, crammed in a new Course Editor, video footage from the *MTV2 2 Road Trip* Tour, ESPN program, a trick tweaking system that lets you discover hundreds of new moves through experimenting and combining tricks and a photo scrapbook to record your favorite moments in the game. The multiplayer modes feature PUSH technology, which lets you try to mess up your opponent's balance in several play modes like H.O.R.S.E. and even jousting! This is also the first BMX game that features flatland tricks, which means you can add some finesse to your ride as you cross flat ground. It's all just icing on the cake, though, for a series that exhibits the same smooth animation and control found in the Tony Hawk's Pro Skater series.



## LEGO SOCCER MANIA

EA • May • 1-2 Players



Fans of the LEGO Soccer series of playsets will be pleased to learn that the LEGO footy world is moving into video games with LEGO Soccer Mania for the PlayStation 2. Take control of little LEGO people and see which team earns the right to go to the LEGO World Cup Finals. You can build your own custom team, whether they be standard soccer players, wild cowboys, grouchy grates or even Marbais! Boost your players' skills with insane power-ups like Rocket Ball, Exploding Ball and Slippery Feet, to name a few. A Game Boy Advance version of LEGO Soccer Mania will also be available in May.



GAME BOY ADVANCE

## URBAN YETI!

Telegames • Available Now • 1 Player



IS IT POSSIBLE THAT THESE CHARACTERS HAVE BEEN LYING ABOUT NOT FEELING TENSE?

We're hoping that this game is as cool as its name: Urban Yeti! Developer Cave Bem claims that it motion-captured a real

Yeti for the character animation in this wacky overhead-view action game. Yeah, right! As a Yeti lost in the city, you must make your way through the concrete jungle while trying not to be detected by humanity. Of course, if you're spotted you can crush any witness with your bare hands! The more contact you have with humans, the more aggressive they get, since they

begin to lose their fear of you. Urban Yeti! also features mini-games like managing the "Yeti Kingdom of Eats" restaurant or playing a round of Yeti Frisbee. Hear the main-beast roar on your GBA!

GAME BOY ADVANCE

## TACTICS OGRE

Atlus • Spring • 1 Player

Tactics Ogre: The Knight of Lodis takes the simple mechanics and complex strategy of the Tactics Ogre series and brings them to the GBA. The portable edition of this popular series includes a score of features, such as a multiplayer function where you and a friend can battle through the Link Cable, a Quest Mode where you can pick up weapons and items not available in the main game, an Emblem System which is used to determine how character classes and an Exchange Mode where you can trade spell books, items and characters through the Link Cable. With its deep storyline and intuitive gameplay, Tactics Ogre: The Knight of Lodis could be the next darling in the library of any serious strategy-gaming enthusiast.



GAME BOY ADVANCE

## ROBOPON 2

Atlus • Spring • 1 Player



Robopon 2 is like the unholy offspring of RoboRan and Battlebots. This strange title stars more than 180 different types of Robopon, odd little customizable mech-type creatures that spawn when you "spark" two batteries together. Robopon can be equipped with different weapons, can learn new abilities when you install software on them and can even be repaired to suit your taste. True to the monster-collecting tradition, there are two separate versions of the game, the resulting Robopon in one version will vary from the other, even if the same batteries are sparked. Robopon 2: Cross Version is slightly harder, with more battles and

more of the Boot-type Robopon that cannot equip skills (i.e. they must learn skills by leveling up in battle). Robopon 2: Ring Version is geared toward players who are impatient with frequent battles and just want to get through the story quickly. Robopon 2 continues the saga of Gody, who became the "legend" of Roboto Island in the previous title; its story is three times larger than that of the first game, with an improved battle interface.



GAME BOY ADVANCE

## MEGA MAN ZERO

Capcom • Spring • 1 Player

Mega Man Zero brings the traditional 2-D side-scrolling Mega Man action to the Game Boy Advance which is great news for Mega Man fans who don't have the patience for the Mega Man Battle Network role-playing series. Capcom warns that Mega Man Zero is only for the true experts and is the most challenging Blue Bomber game ever made—now that's quite a claim! So intense is the challenge that the game will record incredibly detailed data like the amount of damage taken from enemies, the number of items used, the amount of time taken to complete the game, etc., just so you can brag to your friends! Are you up for the challenge?





# GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing;" all release dates are subject to change.\*

## PLAYSTATION 2 MAY

Aster Powers Pinball (Take 2)  
Bear in the Big Blue House (Juli Soft)  
Delta Force: Urban Warfare (EA)  
Digimon World 3 (Bandai)  
Droolin: The Last Sanctuary (Dreamcatcher)  
JURASSIC  
Spec Ops: Airborne Division (Take 2)  
JULY  
C-12: Final Resistance (Sony)  
Garden Battle Assault 2 (Bandai)

## PLAYSTATION 2 MAY

Barbarian (Titus)  
Barbarian's Dance Beat (THQ)  
Chris Edwards' Aggressive Inline Skating (Acclaim)  
Commandos 2 (Eidos)  
Conflict Zone (Juli Soft)  
Overrun (Titus)  
Endgame (Vivendi/Universal)  
ESPN MLS Extra Time 2002 (Konami)  
Evil Twin (Juli Soft)  
Freestyle (EA)  
Hidden Invasion (Companys)  
Jungl' N'out: Boy Genius (THQ)  
King of Colosseum (BAM!)  
Master Jim: Maximum Destruction (Juli Soft)  
Need for Speed: Hot Pursuit 2 (EA)  
Pony: Chapter One: The Dark Union (THQ)  
Rally Simulation (Juli Soft)  
Rayman Arena (Juli Soft)  
Riding Spirits (BAM!)  
Run like Hell (Interplay)  
Scooby-Doo: Night of 100 Frights (THQ)  
Sonic Race (Interplay)  
Test Drive (Interplay)  
UFC: Throwdown (Konami)  
Warrior World (Juli Soft)

## JUNE

Anti: Racing (Vivendi/Universal)  
Carnal's Palace (Rockstar)  
Fire Blade (Midway)  
Gravity Games: Blue Street, Vert, Bert (Midway)  
H2Overdrive (Caves)  
Hot Wheels (THQ)  
Lego: The Legend of Bionicle (Midway)  
LEGO Soccer Mania (EA)  
The Last (Caves)  
Max Walker's Pro BMX (Activision)  
Mortal Kombat: Deadly Alliance (EA)  
NFL Superstar 20-03 (Midway)  
MX Supercross (THQ)  
Pro-Man Fever (Namco)  
Return to Castle Wolfenstein (Activision)  
The Simpsons: Skateboarding (EA)  
Stays of Arcadia (Sega)  
SOCOM: U.S. Navy Seals (Sony)  
Star Trek: Shattered Universe (Interplay)  
Stuntman (Interplay)  
Terminator: Down of Fate (Interplay)  
Tom & Jerry: Way of the Whisker (New Kid Co.)  
V.I.P. (Juli Soft)  
Virus: Trench 2002 (Sega)  
Way of the Samurai (BAM!)

## JULY

Alpha Psychoball (AAA)  
Alien: Colonial Marines (EA)  
C-12: Final Resistance (Sony)  
Dead to Rights (Namco)  
Kelly Slater's Pro Surfer (Activision)  
The Mark of Kri (Sony)  
NFL Road 2002 (Sony)

Sky Gannet (Jules)  
Street Hoops (Activision)  
The Thing (Vivendi/Universal)  
AUGUST  
Turok: Evolution (Activision)  
X-Men: Next Dimension (Activision)  
SEPTEMBER  
Auto Mechanica (Capcom)  
RUM (Vivendi/Universal)  
King of the Beach 2 (Caves)  
Legend of Legaia (Eidos)  
Mortal Kombat: Dark Alliance (Midway)  
Sukken 3 (Konami)  
RoboCop (Titus)  
Tekken 4 (Namco)  
Time Splitters 2 (Eidos)  
Vox (Acclaim)  
OCTOBER  
Anima 2: Star Command (Metro 3D)  
Duke Nukem (Rockstar)  
Ghostslinger (Vivendi/Universal)  
Lost War Chronicles (Bandai)  
Jack (Bandai)  
NBA 2K3 (Midway)  
Powerpuff Girls (BAM!)

Rally Race of Champions (Activision)  
DECEMBER  
Contra: Shattered Soldiers (Konami)  
Bilder Sockel: Adventures (Bethesda)  
Mass Griffin Bounty Hunter (Caves)  
Offroad Outlaws (Interplay)

## XBOX

MAY  
Rock Fella (Interplay)  
Rock Fella (Interplay)  
Gravity Games: Blue Street, Vert, Bert (Midway)  
Hacker: The Reducing Interplay  
Legends of Wrestling (Acclaim)  
NFL Superstar 20-03 (Midway)  
Meta GP (THQ)  
Outlaw Golf (Sega & Schuster)  
Rayman Arena (Juli Soft)  
Red Card 20-03 (Midway)  
Smashing Drive (Namco)  
Star Wars: Jedi Starfighter (Special Edition) (LucasArts)  
Tom Clancy's Ghost Recon (Juli Soft)  
Test Drive (Interplay)  
World Series Baseball 2K3 (Sega)

## JUNE

Alpha Racing (Vivendi/Universal)  
Kelly Slater's Pro Surfer (Activision)  
Chaos (BAM!)  
Commandos 2 (Eidos)  
Gully Gear X (Namco)  
Gun Metal (Midway)  
The House of the Dead 3 (Sega)  
Mortal Kombat: Pro BMX (Activision)  
Pro Race Driver (Codemasters)  
Rings of Fire (BAM!)  
Sega GT 2002 (Sega)  
Shredder: Monsters vs. Humans (Metro 3D)  
Terminator: Down of Fate (Interplay)  
Virus (Juli Soft)

## JULY

Anima 2: Star Command (Metro 3D)  
Iron Line: Quest of the Brave (Vivendi/Universal)  
Kelly Slater's Pro Surfer (Activision)  
Street Hoops (Activision)  
Turok: Evolution (THQ)  
AUGUST  
Chris Edwards' Aggressive Inline Skating (Acclaim)  
Crazy Taxi 3: High Roller (Sega)  
Dead to Rights (Namco)

Turok: Evolution (THQ)  
Turok: Evolution (Acclaim)  
X-Men: Next Dimension (Activision)  
SEPTEMBER  
Mook: Griffin Bounty Hunter (Caves)  
Mortal Kombat: Dark Alliance (Midway)  
NFL Fever 2003 (Midway)  
Sia Black: Simon & Schuster  
The Thing (Vivendi/Universal)  
TrueWorld: Super (Interplay)  
Vox (Acclaim)  
OCTOBER  
Fuel (Dreamcatcher)  
Ghostslinger (Vivendi/Universal)  
The Last (Caves)  
Outlaw Volleyball (Sega & Schuster)  
Rally Race of Champions (Activision)  
Shredder 2 (Sega)  
Universal Championship (Interplay)

## GAME BOY MAY

Gravity Games: Blue Street, Vert, Bert (Midway)  
Legends of Wrestling (Acclaim)  
Lost Kingdom (Activision)  
Rayman Arena (Juli Soft)  
Red Card 20-03 (Midway)  
Resident Evil (Capcom)  
Virus Striker 2002 (Sega)  
JUNE  
Rock Fella (THQ)  
RMK Extreme (THQ)  
Bombberman Generations (Majesco)  
Dermal Drums: Santa's Reunion (Interplay)  
Hot Wheels (THQ)  
Jungl' N'out: Boy Genius (THQ)  
NFL Superstar 20-03 (Midway)  
RMK Supercross (THQ)  
Scooby-Doo: Night of 100 Frights (THQ)  
Top Gun: Advanced: Demonic Planet (Bandai)  
Top Gun (THQ)  
Turok: Evolution (THQ)  
UFC: Throwdown (Konami)  
WWF: Wrestlemania X8 (THQ)

## JULY

Batman: Dark Tomorrow (Konami)  
Freestyle (EA)  
Sega's Run 2: Hostile Territory (Rockstar)  
Turok: Evolution (THQ)  
AUGUST  
Chris Edwards' Aggressive Inline Skating (Acclaim)  
Kelly Slater's Pro Surfer (Activision)  
Turok: Evolution (Acclaim)  
SEPTEMBER  
Bull (Vivendi/Universal)  
Galleon: Island of Mystery (EA)  
Mortal Kombat: Dark Alliance (Midway)  
Vox (Acclaim)  
X-Men: Next Dimension (Activision)  
OCTOBER  
Barbarian (Titus)  
Phantom Star Online (Sega)  
Rally Race of Champions (Activision)  
Turok: Evolution (THQ)

## GAME BOY COLOR

MAY  
Hercules: The Legendary Journeys (Titus)  
Resident Evil Gaiden (Capcom)  
JUNE  
The New Addams Family (Titus)  
SEPTEMBER  
3D Pool: All-Star (Titus)  
Fish Files (Titus)

## GAME BOY ADVANCE MAY

Bono Racer (Juli Soft)  
Boulder Dash (Namco)  
Breath of Fire II (Capcom)  
Casper (THQ)  
Crazy Chase (Konami)  
Defender of the Crown (Metro 3D)  
Dragon Ball Z: Legacy of Goku (Interplay)  
Duel Riders (Metro 3D)  
Earthworm Jim 2 (Majesco)  
Eggs: Mission (Konami)  
Frogger: The Great Quest (Konami)  
King (EA)  
LEGO Soccer Mania (EA)  
Little League Baseball (New Kid Co.)  
The Pinball of the Dead (THQ)  
Punchy & Rocky (Caves)  
Punch King (Acclaim)  
RoboCop 2: Cross Version (Atari)  
RoboCop 2: Ring of Honor (Atari)  
Sue's Smash Pack (THQ)  
Sleep (Capcom)  
Smoggy's Run: Destruction Software  
Star Wars: Episode I: Attack of the Clones (THQ)  
Tomb Raider: Construction Zone (THQ)  
Top Gun (Titus)  
Mega Man Battle Network 2 (Capcom)  
Wings Advance (Metro 3D)  
Worms World Party (Juli Soft)  
Ultimate Ninja Games (Interplay)

## JUNE

Anto the Assassin (Metro 3D)  
Cyan Mikan Rally (Juli Soft)  
Desert Strike (EA)  
Dragon's Lair & Stealth (Konami)  
Duke's Game (Interplay)  
Duke's Game (Interplay)  
Fire Pro Wrestling 2 (BAM!)  
Hay Arnold: The Movie (THQ)  
Mortal Kombat: Pro BMX (Activision)  
Mystery Report (Activision)  
Test Drive: Fender (Interplay)  
Nicktoons Racing (Interplay)  
Scooby-Doo: The Movie (THQ)  
Spiral: Station of the Cinnamon (THQ)  
Spy Hunter (Midway)  
Spy Kids 2 (Disney)  
Street Fighter Alpha 3 (Capcom)  
Warrior World Party (Juli Soft)  
Ya-Gi-Oh (Konami)

## JULY

Confessions: Harmony of Dissonance (Konami)  
Sue's Smash Pack 2 (Activision)  
AUGUST  
ATV Quad (Acclaim)  
Barbie: Friends & Fun (Vivendi/Universal)  
Kelly Slater's Pro Surfer (Activision)  
Road Rash: Jailbreak (Destination Software)  
Turok: Evolution (Acclaim)  
SEPTEMBER  
Barbarian (Titus)  
RUM (Vivendi/Universal)  
RoboCop: The Mega Series (THQ)  
Sue's Smash Pack (Interplay)  
Virus (Acclaim)  
OCTOBER  
Bulldozer's Best: Dark Alliance (Interplay)  
Disney's Treasure Planet (Disney)  
Grand Theft Auto II (Rockstar)  
Sue's Smash Pack (Interplay)  
Sports Illustrated for Kids: Baseball (BAM!)

Select Games

























**Spinning Mode**

Choose "Start Trial", then of the main menu, highlight the "Start" bar, hold the **SELECT** button and press the **Accelerator** button, continue to hold both buttons down until the next start (You'll have to press the **Accelerator** twice because the **Brake** button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the word "Spinning Point" will appear on the screen. To spin your car around at a hinge if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

**THE SIMPSONS WRESTLING**

**Secret Codes**

Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during gameplay. A message will appear at the top of the screen to confirm each code. To avoid the effects of a code, just enter the same code again.

- Up, Up, Down, Down, Left, Right, Left, Right—Unlocks the "Bonus Match Up" option at the main menu; from here you can start a match with nearly any character in any stage.
- Left, Up, Left, Down, R1—Unlock Intuition Mode.
- Left, Up, Left, Down, L1—Unlock Moe Snykal.
- Left, Up, Left, Down, R2—Unlock Foe Randomizer.
- Left, Up, Left, Down, L2—Unlock Red Flashes.
- R1, R1, R1, Down, Up—Increase energy.
- R1, R1, R1, Right, Left—If your Health reaches zero, you automatically lose.
- R1, R1, R1, Up, Down—Activates Multiple Arcade.
- Up, Up, Down, Down, Left, Right, Left, Right.
- L2, O, R2, O, L1, O, R1—Activates Minor Matches.
- L1, L1, L1, Up, Down—Activates by trade.
- L1, L1, L1, Left, Right—Activates "Play Limit," which flashes all the characters in the game.
- O, Right, Up, Right, Down—Black outfits on characters are not used.
- L1, O, L1, O, R1, O, R1—Activates a fuller version of the credits sequence (choose "Credit" at the Options menu) which is usually only accessible after completing all three arcs.

- L1, O, R1, O, L2, O, R2—Activates "Big Age Mode," which gives all of the characters huge arms.
- R2, R1, O, R2, R2—With this code in place, you'll fight in a special "Big Age" arena that shows a picture of the game's creators (shown as Simpsons characters) on the mat. If you enter the code at the "Paused" menu during a game, you must quit and start a new match to fight in the secret arena.

**SPEC OPS: RANGER ELITE**

**Invulnerability**

At the main menu, select "One Player Game." Next, enter R-O-C-K-E-T-R as your name at the following screen. When you begin the mission, press **START** to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

**SPEED RACER**

**Across All Cars**

At the car select screen, hold L1 + L2 + R1 + R2 + **SELECT** + **DOWN** and press **UP**, now all of the cars in the game will be available.

**SPACE WORLD**

**Game Japes**

At the menu screen where your character moves across the galaxy, hold the **START** button and press **O**, **C**, **X**, **C**, **O**.

**Hidden Messages**

Also at the "globe" menu, hold the **START** button and press **O**, **C**, **X**, **C**, **O**. You'll see the code on the screen to confirm. Now hold **START** + **SELECT** and press **O**, **C**, **X**, **C**, **O** to see a hidden message. You can also try **O**, **C**, **X**, **C**, **O**, **C**, **X**, **C**, **O** repeat each code to turn the corresponding message off.

**Monday Code**

At the globe menu, hold the **START** button and press **O**, **C**, **X**, **C**, **O**. With that code in the screen, enter the television station to your "act" program. Instead of standing in a line, the girls will be crowded around a pile of handbags on the floor.

**Alien Space Code**

At the globe menu, hold the **START** button and press **O**, **C**, **X**, **C**, **O**. Next, press L1 + L2 + R1 + R2 + **START** + **SELECT** and you'll see the code on the screen. Now hold the **START** button and press **O**, **C**, **X**, **C**, **O** to see a hidden message.

**SPIDER-MAN**

**Character**

From the main menu, select "Special," then select "Character." At the screen, you only enter the code below. Note the place in the last arc.

- What if I could—GHSRPM
- Big head—DMLX
- Secret as a death message—RULR
- Invulnerable—SUTSST
- Invulnerable—STFLD
- Unlocks everything—H2 HATS

**SPIDER-MAN 2: ENTER ECTO-1**

**Character Codes**

From the main menu, select "Special," then select "Character" and enter any of the following input codes. After entering each one correctly, Stan Lee will exclaim, "Excellent!"

- A + NT M A + Y—Unlock Level Select, all costumes, all gallery items and all training items.
- A, L, I, M, I, G, H, T—Y—Big head.
- V I S I O N S + M, I, G, H, T—Mode.

**SPYGLASS DRAGON**

**SPY Lines**

At any time during the game, press **SELECT**, **O**, **C**, **X**, **C**, **O**, **O**, **Up**, **O**, **Left**, **O**, **Right**, **O**, **START**.

**SPYGLASS DRAGON**

**Character Codes**

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll see a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpauses the game.

- Leave all abilities—**O**, **C**, **X**, **C**, **O**, **O**.
- Big head mode—**Up**, **Up**, **Up**, **R1**, **R1**, **R1**.
- Parapara mode—**Left**, **Right**, **Left**, **Right**, **L2**, **R2**, **L2**, **R2**.

**And Gens**

At any time during gameplay, press L1 + R1 + R2. Spurs will point in the direction of the nearest gun for as long as you hold these buttons down.

**STARTRON: INVASION**

**Watch Credits Menu**

At any "Mission Briefing" screen, press **Left**, **Right**, **Up**, **Down** five times and the credits menu will immediately appear.

**Unblock Everything**

At the "Title Cartography" screen, press **Up**, **Left**, **Down**, **Right**, **Up**, **Right**, **Down**, **Left**, **Up**, **L1** + **R2**, **L2**. Each of the last two combi

nations of buttons must be pressed precisely at the same moment as the code won't work. The screen will flash white and the words "Obstruct" will appear after the entering the code correctly.

**STARTRON: INVASION**

**Play Credits**

To play a hidden character, highlight the "???" box on any side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons then refer to the default control configurations.

Important note: Each of the following codes must be entered very quickly if you can't get a code to work, it's because you don't do so. "Obstruct" may be selectable in any mode.

In place, you can only select the hidden characters by highlighting the "???" box and press **Down**.

At Mission Player 1—hold the L2 button and press **Left**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, then **Up**.

At Mission Player 2—hold the L2 button and press **Right**, **Right**, **Down**, **Down**, **Left**, **Down**, **Down**, then **Up**.

To choose the alternate color Akuma, enter the code by pressing **X** + **C** simultaneously several times.

Akuma (Player 2)—hold the L2 button and press **Left**, **Left**, **Down**, **Down**, then **Up**.

At Mission Player 1—hold the L2 button and press **Right**, **Right**, **Down**, **Down**, then **Up**.

To choose the alternate color Akuma, enter the code by pressing **X** + **C** simultaneously several times.

Don Doh (Player)—hold the L2 and **Up** button and press **O**, **C**, **X**, **C**, **O**.

To choose the alternate color Don, hold L2 and **Down** and press **O**, **C**, **X**, **C**, **O**.

**STARTRON: INVASION**

**Play "Obstruct" Code**

At the character-select screen with the "short-cut" banned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press an action button to choose her before releasing **SELECT**. You'll see her costume change to the very last look in Street Fighter II.

Chun-Li's new look is a "charged" move.

**Play in "Shin" (True) Akuma**

At the character-select screen with the "short-cut" banned off, highlight Akuma, hold the **SELECT** button for at least three seconds, then press an action button to choose her before releasing **SELECT**. You'll see her costume change to the very last look in Street Fighter II.

Chun-Li's new look is a "charged" move.

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**Choose a Victory Pose**

After you defeat your opponent—but before the "KO" signal appears—hold the **SELECT** button and one of the **Buttons** or **Joystick** buttons to choose from up to six victory poses.

**STREET FIGHTER ALPHA 3**

**Character Codes**

Choose characters as your character. During the loading screen, just before the first round, hold **L1** + **R2**. Shink's menu will appear and you'll be able to select the character you want to play. The same buttons apply even if you've changed the default configuration.

**Unblock Everything**

After you defeat a character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Gaur will be your final boss. If you defeat him, Gaur will be selectable in any mode.

Gaur will also be unlocked automatically after 56 hours of gameplay.

**Unblock Evil Ryu**

After you defeat Gaur, another level will open. Default all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode.

**Unblock Shin Akuma**

After you defeat Evil Ryu, yet another level will open. Default all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing L2.

**Unblock Akuma Ending**

Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to select Akuma Ending by highlighting Akuma at the character select screen and pressing L2.

**Unblock Team Battle Mode**

Clear the China course in World Tour Mode, or play the game for 10 hours.

**Unblock Survival Mode**

Clear the Point 48195 course in World Tour Mode, or play the game for 24 hours.

**Unblock Demolition Battle and Four Battle**

Clear Arcade mode on the hardest difficulty level.

**STREET FIGHTER COLLECTION**

Super Street Fighter II Turbo. Play as Akuma at the character-select screen, highlight Ryu for four seconds, then I Hawk for four seconds.

Next, highlight Ken for four seconds, then Guile for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **SELECT** buttons and the **START** button. If your timing is right, you'll see a silhouette on the match-up screen.

Play as Akuma. Super Street Fighter II Turbo. Play as Akuma. Play a one-player game in Arcade Mode at any difficulty level without losing a single round; you must also try to defeat each opponent as quickly as possible.

After you win, you'll see your total play time in low enough by the time you reach the final battle against Mr. X. Press **Up** if you Akuma; play into the screen and defeat Bean for you, now you'll fight Akuma instead.

Super 3D Turbo. Reverse Super Water. At the character-select screen, choose your fighter with the **O** (**DOWN**) button, then release **O** and quickly enter one of the following codes before the airplane flies across the map.

For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Raging or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeat-ly tapping **O**.

For R. Hunda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeat-ly tapping **O**.

Although they technically live in a "fake" video game mentioned in the "Anthology of Interest II" episode of Futurama, the game is based on an imaginary world where everything is run according to the rules of video games. Once we enter that alternate universe we find that Earth is being attacked by Space Invaders from the planet Nimrod. At the end of the episode, I'd imagine that the game is a general in the Miltari HQ. Mario represents Italy in the United Nations and no one is allowed into the War Room unless they have the Blue Key. As General Pac-Man leads Fry and company through the Miltari HQ, we can see people playing video games in the background. There are also donut machines, "Mistle Comets," "Secretary of Defense" and "Moon Patrol." The Space Invaders characters, too (who plays the violent alien leader of Golden Pussies in the normal Futurama universe) take the humans to "freakin' in fear at our three different kinds of ships" and instructs his aides to continue their attack procedure of, "Drop down and reverse direction!" Classic.





## STAGE SELECT

### Stage Select

At the "Ricky Johnson" screen, hold **CR** and press the **B** button. Now press the **START** button to select the **Right** and you'll see that the enemy game has been unlocked, allowing you to start at any stage.

## FINAL BOSS

### Final Boss

**NOTE:** You need two controllers to input this code, as it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold **L + R + Z** on Controller 2. When the title screen appears with the words "PUSH START" flashing in red, quickly use **Up** on the D-pad and the **CR** button at exactly the same time (also on Controller 2), you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or **A** on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses on the track select screen and five new vehicles to choose from, including one that's shipped late: a Nintendo 64 controller. Press the **B** button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

## CODES AND SECRETS

### Unlock All Missions as a Helpster

At the main menu, select "Password." Then, press **A**, **CR**, **Right**, **Up**, **A**. When you start a campaign, all of the missions and Helpsters will be available to you.

## ENTER NEW AREAS AND ITEMS

### Chaos Codes

Choose "Input Code" from the main menu, then enter any of the following passwords to get different effects:

- MLVLSR-M**—Max Ammo
- NRSLR-M**—All weapons
- DRVLSR-M**—Max mode
- PLSTRVLV**—Play as Rasta
- GRNGRLV**—Play as Vids
- TRSLDR**—Play as Tin Soldier

## CHANGING THE GAME'S SETTINGS

### Secret Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly:

- Play as Vids**—**GRNGRLV**
- Play as Rasta**—**PLSTRVLV**
- The Soldier**—**TRSLDR**
- Max Ammo**—**MLVLSR-M**
- All Weapons**—**NRSLR-M**
- Max Ammo**—**DRVLSR-M**

## REPLAYING STAGES

Unlick Chaos Codes, Credits, Rebirth Mode.

At the main menu, hold **Left** plus **CR**, **CR**, **CR**, **A**, **CR**, **CR**, **CR**, **CR**, **START**. Classic Armada and Credits should appear immediately, and Katerines will appear under "Single Player Game."

### Unlick Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L** and press **CR**, **CR**, **CR**, **A**, **CR**, **CR**, **CR**, **CR**, **START**. Extra options will become immediately available in the pause menu.

## UNLOCK FEATURES

### Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room: make the sand castle in the "Treasure Trove" stage, plug some eggs into Slinky the budist so he'll throw the pond and you can walk made Use the Rock Buster move on the littered

tiles to spill out the code words as follows:

• Enter "CH EAT LOTS OF GOES WITH M A N Y A N D I O" to earn infinite life.

• Enter "C H E A T A N S K E R C H E A T O G E T O U F A" to max out the capacity of your energy bar at eight honeydew pieces.

• Enter "C H E A T O N T O T A D M I R G O S S E M M E R O" to earn infinite Mumble Toons.

• Enter "C H E A T N O W Y O U C A N F L Y H I G H I N T H E S K Y" to earn infinite red feathers.

• Enter "C H E A T A G O L D E N L O W T O P R O T E C T A N T O" to earn infinite gold bunnies.

• Enter "C H E A T I G V E T H E R A L O T O F A I R" to have infinite air when underwater.

• Enter "C H E A T A N D J O B E S T O N P L A Y I N G F I R S T" to earn infinite eggs.

For each code, you'll hear a "Moo!" sound when you enter the first few letters, if you do not hear the "Moo!" during the first few letters, skip the semicolon and go back to the beginning.

• Enter "C H E A T A G O L D E N L O W T O P R O T E C T A N T O" to earn infinite gold bunnies.

Enter Rasta's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the **CR** button to enter the first-person camera view. Now look directly at the picture of Rasta on the wall. Bottles will give you a puzzle to solve. If you solve the puzzle, he will allow you to see a secret code which you can enter in the sand castle in Treasure Trove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzle until you have obtained the puzzle piece from the sand castle. There are many codes available if you can enter all of the puzzles. INFORMATION: The codes are listed below for reference only; they will not work unless you actually see them by beating the puzzles that require the codes.

• Enter "B O T T L E S O N U S O N E" to give Rasta a big head.

• Enter "B O T T L E S O N U S T W O" to give Rasta big hands and feet.

• Enter "B O T T L E S O N U S T H R E E" to make Katerine big.

• Enter "B O T T L E S O N U S F O U R" to make Rasta tall and thin.

• Enter "B O T T L E S O N U S F I V E" to get a tall, thin Rasta with big hands and feet.

• Enter "B I G O T T L E S O N U S T W O" to win all of the above codes.

• Enter "W I N T H W A N B A N I O" to change Rasta into a washing machine.

• Enter "I N D O R U S" to deactivate all active codes.

## SECRET CODES

As you leave the Chaos Pages in the game and return them to Cheats, he will give you codes that you can enter by shooting eggs at the letters on the wall in the Code Chamber to unlock the code Chamber, including the codes that he gave you. You will not work until after he has told you about it. The following codes can be entered at any time after you've created your code Chamber, including the codes that have the same results as the ones that Cheats and Madame Grunty give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the letterboard to turn each cheat on or off.

**C H E A T O S R E A T E R**—This code has the same effect as Cheats' "FEATHERS" code; it doubles the maximum amount of feathers that you can carry.

**C H E A T O S G O P**—This code has the same effect as Cheats' "TIGGS" code; it doubles the maximum amount of eggs that you can carry.

**C H E A T O F O O R P L A**—This code has the same effect as Cheats' "FALLPOOP" code; it allows you to fall from any height without taking damage.

**C H E A T O C A B Y E R O D**—This code has the same effect as Cheats' "HONEYCAKE" code; it changes your energy meter to slowly regenerate.

**C H E A T O R E K U**—This code has the same effect as Cheats' "JERKBOO" code; it allows you to listen to any of the game's music tracks by advancing the joystick in left/right on the Joystick Legions.

**C H E A T O Y O G I T E**—This code has the same effect as Madame Grunty's "SETHROG" code; it activates the right in Master Juggler's juggle; that's right, you'll see where the juggle are located in each stage.

**C H E A T O S U P E R A N I O**—With this code, you can use the Bump and Kazoo will now melt faster.

**C H E A T O S W P R A D Y**—Activate this code to make the game more challenging by enabling all the enemies.

**C H E A T O H O N E Y C**—Enter the cheat to completely disable the honeydew meter and air meter; new eggs are invincible and can stay under water or in toxic areas for as long as you want.

**C H E A T O N E S T I**—This code gives you unlimited eggs and breathes your inventory (it also shows that you have "LOTS" of every type of item).

**C H E A T O I D Y W I G G S P E R K**—This code unlocks all of the doors in the life of Rasta area, giving you access to all levels.

**C H E A T O I N D O**—This code has the same effect as the "REBIRTH" code; that's right, you'll hear from Rasta about the pink egg; it improves your aim when firing eggs by causing them to change direction and curve toward your nearby enemy.

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber, once you have entered them, their results will immediately become effective and will remain in place.

**C H E A T O C A S T L I**—Unlocks a new option called "Character Parade" in the Game menu in Replay mode; the option is normally unlocked by collecting 80 pages. Note that this code will not work if you have already found 80 pages in any one of the three saved game files; it also will not register if you have already entered the following code:

**C H E A T O F L A Y T A G A I S O N**—Unlocks all of the items in Replay mode, including the "Character Parade" movie mentioned above.

## SECRET CODES AND SECRETS

### Chaos Codes

Press on the Country Cove course in Champ-o-mop mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will unlock a hidden code with a picture of a flower on it; you'll also hear a voice say, "Groovy!" Note that the code will not be active until you are playing in Champ-o-mop mode. Once you've unlocked the code, turn the car, the words "Chaos Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the code screen; you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you unlock a flower code in Champ-o-mop mode. Some of these cheats are very well hidden, so you're going to have to do a lot of searching to find them.

## SECRET CODES AND SECRETS

### Secret Codes

Hold any C button down when you turn on the Nintendo 64; you'll hear an real laugh and

see a secret screen that shows the date the game was created.

### Secret Codes

Press the **B** button, hold left on the D-pad or analog stick and press the **START** button to switch to a Inspection view. To change back to the normal view, hold the pad or stick Down and press **START** again.

## CONTROLS

### Secret Codes

At the title screen, when the words "Press START Button" are flashing—hold the **Z** button and press Right, Left, Up, Down, **A**, Start and press the D-pad for the directional commands, and the analog stick. A top secret debug menu will appear; it features stage-select, sound test and "feature flags" options. In "feature flags" mode, the Nintendo 64's anti-smoothing effects are turned off, which makes the graphics appear more "blocky."

There's also a "Score Attack Mode" setting. Turn the option on and see how many points you can score in one hour-long run of the game. The game's Pause function is disabled in this mode.

## SECRET CODES

### Secret Codes

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## ABBY MEN ADVANCE

**Passwords**  
Q Q N R T P C—All Levels Unlocked (Sarge)  
N Q R D G T P B—All Levels Unlocked (Niko)

## BOARD FEVER

**Passwords**  
Vs. Board—1-3 4 5 D H S  
Vs. Board II—3 Q G 4 H D 9  
Vs. Board III—6 G 3 D 9 7 8  
Vs. E-Byte—8 3 G 5 8 3 1 6  
Vs. E-Byte—G 5 1 F 8 8 8

## DARK ARENA

**Cheat Passwords**  
K N G H T 5 F R—All keys available  
L M S P L I N G—All maps available  
T H R I D N S—All weapons available  
M D C 8 5 0 B T—infinite ammo  
H F L N D 5 8 B—infinite health  
N T 7 R W L L H—Level skip (press START to pause the game, press A to select the map, then press SELECT on the map screen to skip the current level)

## DEATER'S LABORATORY (DEASTER STRIKES)

**Cheat Codes**  
At any time during the game, press START to pause, then enter any of the following cheat codes at the pause menu:  
Fast Deater—L, R, R, R, L, L, R, L, L, L, R, L, R  
Strong Deater—L, R, R, R, L, L, R, L, L, L, R, L, R  
Get double ammo—L, R, R, R, L, L, R, L, L, L, R, L, R  
Less damage—L, R, R, R, L, L, R, L, L, L, R, L, R  
Robots are weak—L, R, R, R, L, L, R, L, L, L, R, L, R  
One more try—L, R, R, L, L, L, R, L, L, R, L, L  
Low gravity—L, L, R, R, R, R, L, L, R, L, L, R  
Deater-foo—L, L, R, L, L, R, L, L, R, R, L, L, R  
Slippery floor—L, L, R, R, L, L, R, R, R, L, L, R, L, L, R  
Slow enemies—L, R, R, R, L, L, R, L, L, L, R, L, L, L, L, L  
Fast enemies—L, R, R, R, L, L, L, L, R, R, R, L, L, L  
Strong enemies—L, L, R, R, R, L, L, R, R, L, L, L, L, L, L  
Controls are reversed—L, R, R, R, R, R, L, L, L, L, R, L, L, L, L, L

## GLIM

**Cheat Codes**  
At any time during the game, press START to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.  
Hold L + R, press B, A, A, A, A, A, A—Computer area map  
Hold L + R, press B, A, A, A, A, A, A—Radation shielding suit

Hold L + R, press A, A, B, A, A, A, A, A—A-Sad Mode  
Hold L + R, press A, B, B, A, A, A, A, A—All weapons + refill ammo  
Hold L + R, press B, A, B, A, A, A, A, A—Berzerk  
Hold L + R, press B, B, B, A, A, A, A, A—Temporary invulnerability  
Hold L + R, press A, B, A, A, S, R, B, A—Skip to next level  
Hold L + R, press A, B, A, A, R, R, A, A—Skip ahead 10 levels

## IMBEN

**Unlock Everything**  
At the main menu, select "Top Secret Cars," then enter "2 9 8 0 1" as your password. You'll immediately view the car's credits, and afterward every car, course and mode will be unlocked.

## LEAKED HONEY

**Stage Select**  
At any time during the game, press START to pause, then enter any of the following codes while the screen is dark to go directly to another stage:  
• Right, A, R, A, L, A, R—Skip to the next stage in order  
• SELECT, R, B, Down, L, B—Warp to "What the Heck"  
• Up, L, Down, A, R, A—Warp to "Down the Tubes"  
• R, Up, SELECT, L, R, Left—Warp to "Snot a Problem"  
• R, L, A, R, B, A, L, R—Warp to "Level 5"  
• Right, Left, R, L, A, R—Warp to "For Pete's Sake"  
• L, A, Up, R, A, A, SELECT—Warp to "Buttwhip"

## LOCS VS. SEVER

**Extra Passwords**  
E X C I T E—Mission 2  
E X C I T E—Mission 3  
E X C A V A T—Mission 4  
E X C A L I B U R—Mission 5  
E X T R A—Mission 6  
E X P I R E—Mission 7  
E X A C T—Mission 8  
E X H A L T—Mission 9  
E X H U M—Mission 10  
E X D N E R A T—Mission 11  
E X P L E—Mission 12  
**Sever Passwords**  
S E V E R—Mission 2  
S U R V I V E—Mission 3  
S A V A N T—Mission 4  
S U F F E R—Mission 5  
S U L P H E R—Mission 6  
S E R V E—Mission 7  
S E E T H—Mission 8  
S E V E R A L—Mission 9  
S E V E R A N C E—Mission 10  
S A V A G E—Mission 11  
S A C R D S A N C T—Mission 12

## THE MIMICAT

**Passwords**  
Mission 7—P X S B 2 N J  
Mission 14—S F G J H D  
Mission 20—L K F D S B V

## THE MAXIMUM VELOCITY

**Unlock the Jet Verticol**  
At the name entry screen, select "Entry," then enter your name as "TAT." Next, start any game under that name. When you reach the machine selection screen, press L, R, START, R, L, SELECT. A secret password screen will appear. Enter V-14 + S V 9 A-30 as your password. Now you'll be able to select the Jet Verticol.

## FIRE PRO WRESTLING

**Unlock All Wrestlers**  
Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown:  
• Change the nickname from "Fire Fighter" to "ALL"  
• Change the first name from "FIRE PW" to "STYLE"  
• Change the last name from "AT" to "CLEAR"

Now press START to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

## GRADIUS GALAXES

**Power-Up**  
At any time during the game, press START to pause, then press Up, Down, Down, Left, Right, Left, Right, B. When you pause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.  
Sel-Destruct  
At any time during the game, press START to pause, then press Up, Down, Down, Left, Right, Left, Right, B. When you pause, your ship will be equipped with the highest level of all power-ups, but it will self-destruct after a few seconds.

## GT ADVANCE CHAMPIONSHIP RACING

**Secret Codes**  
Enter any of the following codes at the title screen:  
• Hold L + R + Up and press B to watch the ending credits  
• Hold L + R + Right and press B to unlock Extra 1 mode (go kart racing)  
• Hold L + R + Left and press B to unlock Extra 2 mode (formula car racing)  
• Hold L + R, point the D-pad in the Down/Right position and press B to unlock all tuning parts  
• Hold L + R, point the D-pad in the Up/Left position and press B to unlock all cars  
• Hold L + R, point the D-pad in the Up/Right position and press B to unlock all courses

**Password**  
SPD W/TH LBQE +VBB—Unlock all Championship Mode classes

## INSPECTOR GADGET

**ADVANCE MISSION**  
**Passwords**  
\* 7 \* M M 1 4—Status of Liberty in the Statue  
\* 3 \* H M 1 4—Status of Liberty: The Flame of Liberty  
R 3 \* 3 M 6 4—The Tower: The Tower Keeps Watch  
R 7 H 3 L 6 4—The Tower: The Lift  
\* C H 3 L 2 4—The Tower: Higher than Everything  
\* H \* 3 M 2 4—The Great Wall: At the Foot of the Great Wall  
R 5 \* 3 M R 4—The Great Wall: On the Great Wall  
\* 3 R M 3 3 P—Big Ben: The Palace  
R H M 3 7 P—Big Ben: The Top  
R C 7 M 2 7 P—Egypt: The Valley of Kings  
\* 3 R 3 3 X P—Egypt: The Great Pyramid

## RODIN JO

**Stage Select**  
Enter the Password entry screen and enter the code "SHOWT1M3." Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.  
Quick Exit  
Enter the Password entry screen and enter the code "S3L3C70N." (Be sure to include the "s" symbol.) Now you can exit to the title screen at any time by pressing SELECT during the game.  
Petite Password  
Enter the password "G4LL3R3Y" (be sure to include the "s" symbol). This allows you to view a "slide show" of Jordan Jo artwork.

## SAD THE KANGAROO

**Unlock All Levels**  
Enter the following password: Pains Tree, Limp, Frog, Glow, Kae. After entering it correctly, you'll be sent to the level-select screen with every level unlocked.

## VEN IN BLACK THE SPYES

**Cheat Passwords**  
L V F V R D D—Invincibility  
N F N T M D B—Infinite ammo  
L W P N S O D—Have all weapons  
Stage Passwords  
P G H T R M N S—Episode Two: Forest Landing Site  
H S D S H S B—Episode Three: Alien Technology Lab  
M X N M S R N G—Episode Four: Rocket Site  
T H X B X S C K—Episode Five: MIB Safe House  
N R T N D W R Y—Episode Six: Hal-Newton in Manhattan

## MONSTERS, INC.

**Passwords**  
Around the House—L R B 1 3 0  
Don't Look Down—7 Q C 2 8



In the opening scene of *Top Story 2*, we see Buzz Lightyear jumping, flying and shooting as he tries to defeat his archenemy Zurg. Unfortunately, near the end of the battle Buzz is fired...and we cut to a scene of Rex the Green Dinosaur hitting his game controller in frustration. His just can't seem to finish the last level in *Buzz Lightyear: Attack on Zurg*. However, Rex finds his salvation in—wait for it—a video-game strategy guide! When he enters *Ali's Toy Barn* in search of Woody's secret +100 of strategy guides near the entrance with cover lines like "Want to defeat Zurg?" and "Secrets Revealed!"



## NEO GEO 2002

Unlock Death and Street Courts  
At the main menu, select "Season," then select "Roadway." Next, enter **H N G D B L B J G T** as your password. The text "Courts Unlocked" will appear briefly at the bottom of the screen.

## INF. BATTLE 2002

Secret Items  
At the title screen—after the words "PRESS START" appear—press **A**, **B**, **SELECT**, **Up**, **Right**, **Down**, you'll hear a voice say, "Wooh, yeah!" to confirm the code. Now you can access two secret items in Exhibition mode: the Emerson Ogres and Team Midway Cheat Codes.

Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the **L**, **B**, and **A** buttons respectively in order to change the symbols at the bottom of the screen, followed by the **R** button to confirm. For example, to enter the Infinite Turbo code, press **L** four times, **B** three times, **A** twice, then **R** to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly if you want to use more than one.

- 4-3-3—Infinite Turbo
- 3-3-3—Ancient coliseum
- 2-3-3—Snow stadium
- 3-1-3—Shadow players

## FIRE-MAN COLLECTION

Unlock All Puzzle Mode Passwords  
**S R Y**—Stage 10  
**M W S**—Stage 20  
**W H T**—Stage 30  
**R M N**—Stage 40  
**W L C**—Stage 50  
**T M F**—Stage 60  
**W T M**—Stage 70  
**B S K**—Stage 80  
**B T F**—Stage 90  
**L S T**—Stage 100

## DETAILS: THE MAFAN ADVENTURE

Unlocked Continues  
When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press **B** repeatedly instead of being reduced by just one, you'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.  
Stage Select  
At the title screen, wait until the boomerang appears, then press **L**, **SELECT**, **A**, **SELECT**, **R**, **A**, **L**, **SELECT**; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold **SELECT** and use the **L** and **R** buttons to choose a starting stage,

when you start the game, you'll go directly to the stage you chose. Note: When the code is in place, if you press **SELECT** while the game is paused, you'll be sent back to the title screen.  
Level Warp  
With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the **D** pad to move Harry Jr. to any part of the current stage.  
Infinite Weapons  
With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**, you'll see the item counters jump to 99.

## JODER RANGERS TIME FORCE

Password  
Enter the password **"B Q S D"** to start the game at the last boss.

## RAYMAN ADVANCE

Secret Codes  
At any time during gameplay, press **START** to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to cut the current level to see the effects of the "Unlock all levels" code.  
**99 Lives**—**Left, Right, Down, Right, Left, R**  
Unlock all levels—**Up, Left, Right, Down, Right, L**  
Invincibility—**Right, Up, Right, Left, Right, R**  
All powers—**Down, Left, Right, Left, Up, L**  
25 extra Tings—**R, Up, Left, Right, Left, L**  
Infinite Continues  
At the "Continue" screen, press **Up, Down, Right, Left, START** before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely.  
NOTE: This code will not work unless the number of continues remaining is three or less.

## READY 2 RUMBLE BOXING: ROUND 2

Secret Characters  
Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code.  
• Michael Jackson—Highlight the word "Arcade," then press **Left, Right, Right, Left, Right**, then **L** & **R** simultaneously.  
• Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left, Left, Right, Left, L** & **R** simultaneously.  
• Shaquille O'Neal—Highlight the word "Survival," then press **Left, Left, Left, Left, Right, Left, Left, Right, Left, L** & **R** simultaneously.

## RUGRATS: CASTLE CAPERS

Password  
Enter the password **"15/R/K/S/X/C/F"** to begin with all 15 levels accessible.

## SHAUN PALMER'S PRO SKI/SNOW DARTER

Password  
Press **Q Z P M P N T S C M 4**—All boards and levels unlocked for Shaun Palmer.

## SONIC ADVANCE

Play as Sonic's allies  
Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press **Up, Right, Down, Right, L, Right, R, Right, A**. You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like Sonic the Hedgehog 2 on the Sega Genesis.

## SPIDER-MAN: MYSTERY OF THE IRIDIUM

Password  
Enter the password **"J V 3 1"** to begin the game with all levels unlocked and all items.

## SPONGEBOB SQUAREPANTS: SUBSPOON

Password  
Enter the password **"W M B T"** to select any level.

## SPYRO: SEASON OF ICE

Stage Select  
At the title screen—while the words "Press Start" are flashing—press **Down, Up, Down, Left, Right, Up, Left, Up, A**. You'll hear a chime to confirm the code. Now you can skip to any point in the game by highlighting the name of a stage in the Atlas and pressing **A**.  
99 Lives

At the title screen—while the words "Press Start" are flashing—press **Left, Right, Right, Right, Down, Up, Right, Up, A**. You'll hear a chime to confirm the code. When you begin a new game, you'll have 99 lives.

## STAR WARS: JEDI POWER BATTLES

Passwords  
**V C J D X Y K**—Level Select for Mace Windu or Darth Maul.  
**W R R 3 B F J**—Level Select for Qui-Gon Jinn.

## ULTRA WARRIORS

"Popular" Mode  
Choose "Marathon" from the main menu, then hold **L** and press **SELECT** at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features epic graphics which are more like the original 1983 and does not include the "Ghost Piece" feature.

## TOMMY HAWKS: PRO SKATER 2

Main Menu Cheat  
The following code can be entered at the main menu screen. Each time you

enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm.

• Hold **R**, press **START**, **A**, **Down**, **R**, **A**, **Left**, **Left**, **A**, **Down**—Changes all of the blood and grinding "spark" effects to smiley faces (enter the code again to disable it).

"Paused" Menu Cheats  
Press **START** during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm.

• Hold **R**, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **R**, **A**, **START**—Unlocks Spider-Man as a playable character.

• Hold **R**, press **A**, **Left**, **Left**, **Up**, **Right**, **B**, **A**, **START**—Unlocks Mindy as a playable character.

• Hold **R**, press **A**, **START**, **A**, **Right**, **Up**, **Down**, **Down**, **Up**, **Down**—Gives you enough money to unlock all of the game's levels.

• Hold **R**, press **B**, **A**, **Left**, **Down**, **B**, **Left**, **Up**, **Up**, **Left**, **Left**—All levels 100% complete. This code also unlocks the two secret characters and gives you all the money in the game.

• Hold **R**, press **Left**, **A**, **START**, **A**, **Right**, **START**, **Right**, **Up**, **START**—Zooms in and out repeatedly (enter the code again to disable its effects).

• Hold **R**, press **Left**, **Up**, **START**, **Up**, **Right**—Sets the stage timer to 0.00, ending your run immediately (this code doesn't have any effect in Free Skate mode).

Additional Cheats  
Each of the following codes can be entered either at the main menu or the "Paused" menu.

• Hold **R**, press **B**, **A**, **Down**, **A**, **START**, **START**, **R**, **A**, **Right**, **Right**, **A**, **Up**, **Left**—Unlocks all of the cheats at the Options menu.

• Hold **R**, press **B**, **Left**, **Up**, **Down**, **Left**, **START**—Disables blood effects (enter the code again to turn the blood effects back on).

• Hold **R**, press **Right**, **A**, **Down**, **B**, **A**, **START**, **Down**, **A**, **Right**, **Down**—This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man to do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen.

• Hold **R**, press **B**, **A**, **Left**, **Down**, **B**, **Left**, **Up**, **R**, **Up**, **Left**, **Left**—All levels 100% complete. This code also unlocks all of the cheats at the Options menu.

The two secret characters and gives you all the money in the game. Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Game" option from the Career Mode menu or the code's effects will not appear.



Rubin Williams stars in the 1992 film *Tipsy* as the son of a boy who is kidnapped by the Nazis. Williams, who only wants to make war tips, is a brief scene in the movie which involves an episode game called *Tipsy*. Since this is an integral moment in the film, Fox contacted real-life game designer/publisher Absolute Entertainment to create the game footage, which was supposedly generated by Super NES hardware. *Tipsy* was never released. Williams' character is a brief scene in the film, but the integral scene was much more graphically elaborate. Unfortunately, *Tipsy* was never released to be shown in the movie and was never released commercially.









**POISON (B&P) (C) (S)** (Ray, Colin, Vincent)  
 Poisons  
 CW52422139D8H-M-Claude Meise  
 W67C21712QW079V-James  
 W6624VCL8H0161-M  
 R558D3078781M-M-Jagder  
 W57268500716N-Jatun  
 W6724VCL8H0161-M  
 H27H18V1G8737B-Neigume  
 W67H7C4L8532589-Pluta

**"Normal" Poisons**  
 Chapter 3-Spains, blank, blank, blank  
 Chapter 3-blank, heart, skull, heart  
 Chapter 3-blank, skull, skull, skull  
 Chapter 3-blank, skull, skull, heart  
 Chapter 3-blank, skull, Spains, Spains  
 Chapter 3-blank, Spains, heart, blank  
 Chapter 3-blank, Spains, Spains  
 Chapter 3-blank, blank, blank, blank  
 Chapter 3-blank, heart, blank, Spains  
 Chapter 3-blank, blank, Spains, heart  
 Chapter 3-Spains, blank, Spains, blank  
 Chapter 3-blank, Spains, Spains  
 Chapter 3-Spains, heart, blank, Spains  
 Chapter 3-blank, skull, Spains, heart  
 Chapter 3-Spains, heart, skull, Spains

**POISON (B&P) (C) (S)** (Ray, Colin, Vincent)  
 Poisons  
 From the table scans, titled "Continue", the  
 following are the entries between "You" and  
 "asomatically be taken to the corporate"

**QUESTION 28 THE BIVESTER SIX**

Enter any of the following codes at the tell screen:  
W6Lack "Rightmaster" difficulty level—Up  
W6Lack A for A, B SELECT Up  
Down  
Play select main game—A, B, A, D, Down  
A while waiting—Left, Down, B, up  
B, left exit menu instead of immovable.  
Then—Down A, B  
Clear main stage after, unfails height, no  
left webbing—B, Left, Down, Up, Right

**STRONG TWO SQUARE FEET**  
**ENDING OF THE LAST SENTENCE**

Choose "Carburan" from the main menu or  
choose "CARBUR-MSD?" as your password. You  
will start the game with all of the items and  
the money you will find a new set of  
tools called "Laser Select" at the Plaza Menu.  
This allows you to skip to any stage. Note that  
using this code may cause the game's ending  
to differ from actual events, such as  
at the final scene.

**LIFE SIZE**

Shortcut Through Apocalypse  
If you're in Trouble and WANT to go on to  
open up, hold down the MUCK button for  
a short time. This will allow you to skip  
through the game. You can only see this trick once  
on each level.

Prosecco  
1.93T - 3rd Planet Neutral  
1.93T - 3rd Planet Kaladesh  
2.93T - 3rd Planet Tazewell  
2.93T - 3rd Planet Tazewell  
7.93T - 3rd 2nd Alpha System

**ENTER THE BEST NEW DISPOSITION**

Always select  
Enter the cheat code "OWBERD" at the pas-  
sword screen. When Phord appears to send  
you to a mission, you can choose if you want  
to play the mission or skip it.

Mostly because we learned how to play what we wanted to do better, and because we all like that game so much. We did play loads of rally and tennis games when doing the initial design for *Knack*. Things we noted that we most do better were the same as I spend, the difference between colored surfaces and to not have flat, board objects that look like they should be possible to push through, but they just make the cut stop at the spot. I recall, when doesn't those dashes that rotate toward the camera, when colliding with items like the doors, and a couple more.

## STAR WARS: HYPOCRIPTOR MAN'S ADVENTURES

Password:  
D O V O G—Level 2  
W I L L M—Level 3  
S D G R—Level 4  
C H L M—Level 5  
B X G T G—Level 6  
Q I R V J—Level 7  
T E G I J—Level 8  
L P Z C F—Level 9

## STAR WARS: JEDI STORIES

**Secret Menu:**  
At the title screen, press B, A, Left, Right, A. You won't hear any signal to confirm the code, but when you start the game, your health meter will always remain filled.

## Stage Select

At the title screen, press Up, B, D, Down, A. You won't hear any signal to confirm the code, but when you choose "New Game" at the main menu, a stage select menu will appear.

## STAR WARS: JEDI

**Light Attack vs. M. Bison:**  
To fight Akuma as your first opponent, choose your fighter at the character select screen. Then, when selecting Mewtwo or Akuma, hold B + A until the light flashes. To fight M. Bison instead, hold SELECT + B + A in the same way.

## STAR WARS: JEDI: THE FORCE UNLEASHED

**Password:**  
Stick Up—Burger, Wrench, Pinwheel, Pinwheel  
Stick Up—Burger, Wrench, Pinwheel, Pinwheel  
Stick Up—Burger, Wrench, Pinwheel, Pinwheel  
Stick Up—Burger, Wrench, Pinwheel, Pinwheel  
Stick Up—Burger, Wrench, Pinwheel, Pinwheel  
Stick Up—Burger, Wrench, Pinwheel, Pinwheel  
Stick Up—Burger, Wrench, Pinwheel, Pinwheel  
Stick Up—Burger, Wrench, Pinwheel, Pinwheel  
Stick Up—Burger, Wrench, Pinwheel, Pinwheel  
Stick Up—Burger, Wrench, Pinwheel, Pinwheel

## STAR WARS: JEDI: THE FORCE UNLEASHED

**Password:**  
Bare. The following codes are shown in numerical form. To enter them, you must press an A on the D pad the number of times shown for each at the four positions in the password. For example, to start at the "Jungle Legend" stage 11234, enter the code as follows:

- Highlight the first character of the password, press Up once.
- Highlight the second character, press Up twice.
- Highlight the third character, press Up six times.
- Highlight the last character, press Up three times.

Now you can press START to lock in the password.

11234—The Jungle is my Playground  
0545—I'm No Second Banana  
1283—Jungle Legend  
0620—Go Out on a Limb  
5436—Stop Slope

## STAR WARS: JEDI: THE FORCE UNLEASHED

**Password:**  
5378FFA—New York vs. New York  
C87FFA5—Chicago vs. Chicago  
AC37FFA5—Minneapolis vs. Minneapolis  
5678FFA5—Inevitable Item in Chicago  
1 D A P F A—Championship Game: San Francisco vs. Denver  
244FFDA—Championship Game: New York vs. Miami  
5378FFA5—Championship Game: Seattle vs. Washington

**Tip:** Can you talk about some skins that were discussed during design or development but didn't make it into the final product for any reason?

**E.A.:** When tweaking the car handling and gameplay, there was, of course, a lot of testing and ideas going back and forth. Aside from stuff like that, we can't really think about something special that we turned down, except skipping the suspension of the car between the races, but that was really only in the design stage.



244FFDA—New York vs. New York  
C87FFA5—Chicago vs. Chicago  
AC37FFA5—Minneapolis vs. Minneapolis  
5678FFA5—Inevitable Item in Chicago  
1 D A P F A—Championship Game: San Francisco vs. Denver  
244FFDA—Championship Game: New York vs. Miami  
5378FFA5—Championship Game: Seattle vs. Washington

## TIPS &amp; TRICKS

**Start of Higher Levels:**  
Hold Down on the D-pad while turning the Game Boy Advance and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

## TIPS &amp; TRICKS

**Special Hard Mode:**  
Choose "H" from the main menu and select a "No. Can't" game. Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold Up + SELECT and press A. Now you're playing in "Special Hard" mode.

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**Tip:** Please give us your thoughts on how damage should be implemented in racing games. There seems to be a recent trend where too much attention is being paid to the car's motion and damage systems. It is good to watch a car crumple in different ways, but

you can. As the game rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold left and rapidly tap the B button.

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# ALVIN FRONT ONLINE

Unlock All Characters  
Input "N, L, I, I, I" in your name when the prompt appears. The aerial and last characters are a lowercase L and the fourth and sixth characters are an apostrophe L.

# ARMY MEN: SARGE'S HEROES

Enter Codes  
Enter any of the following codes at the "Input Code" screen from the main menu:  
NIGINIGED2=Infinite Health  
NIGINIGED3=Maximum Health  
DTLLN=All Characters  
STL1N1M5=Slush Mode  
FTD1D=Fast Road  
SPH1LLW=Headless  
PNTN1D=Headless  
VLSPT=Fast Sprint  
STL1N1M5=Slush Mode  
SCMDH55=Double Madmen  
N1NGEV1T=Infinite  
S8NMU=Fast Speed  
LVRLGLB=Giant Jump  
S7FRM=Unlock "Marking Q" video

# BANISHO

Level Select  
At the main menu, select "Start Game." Next, at the "Enter your initials" screen, press Down, Down, Down, Down, Right, Down, Down, Down, A. Then select "Start Game" again. You'll now be able to select any level by pressing Right or Left at the following screen.  
Secret Codes  
First, enter the preview code. At the level select screen, select "Exit," then select "Game Options." Next, select "Done." A new options menu called "Secret Codes" will appear.

# CHAZN TANI

Use the Radiohow Die  
At the character selection screen, highlight the character you would like to play as, then enter the following code very carefully:  
Hold L, hold R, release L, release R.  
Hold R, hold L, release R, release L.  
Next, press A to confirm your choice, you'll have a bicycle ring if you entered the code correctly.  
Alternate View and Speedometer  
Plug a controller into port C, then press START on Controller C. At any time during the game, Now you can use the following commands on Controller C:  
Press Y to switch the view to one of the "replay" type camera live in the game's intro.  
Press B to switch the view to the alternate view.  
Press A to return to the original view.  
Press X five times to make a speedometer will appear at the lower right corner of the screen. Subsequent presses of the A button will toggle it on and off.

# CHAZN TANI 2

Speedometer  
You need a second controller plugged into port C to enter the following codes. At any time during a game, hold START and press Up five times on the D-pad using Controller C. A "mph" indicator will appear in the lower right corner of the screen. To turn the speedometer off, hold START and press Up on Controller C again.  
Alternate Camera Angles  
Use the following button combinations on Controller C to change the camera angle at any time during the game:  
Hold START and press X on Controller C to get a retelling camera that moves clockwise around your vehicle. Hold START and press X again to make the camera rotate counterclockwise.

Hold START and press Y on Controller C to select a camera that follows you from a fixed location and switches to various fixed locations as you drive around. In this mode, you can tilt the camera by pressing Up and Down on the D-pad on Controller C.  
Hold START and press B on Controller C to toggle between three additional camera angles. One is a full-screen view through the windshield of your car, one is a close-up view of your car's rear, and one is a low-angle "steer" camera. While using the low-angle camera, you can use the D-pad on Controller C to switch between the following three view modes:  
Left=Left behind the left fender  
Right=Left behind the right fender  
Up=Very low, right in front of the vehicle  
Hold START and press A on Controller C to return to the default view.  
Blue Arrow  
If you hold START and press A on Controller C during a game, the arrow that points to your destination will be blue instead of all green. Unlike the green arrow—which usually points to the next turn you should take—the blue arrow points directly to the destination mark, even if there's a huge obstacle or impassable chain between you and your goal.

# EXPLODABLES

Secret Codes  
Enter each of the following codes during a game as follows: Press START to pause the game, input the code, then press START again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpause the game. To access the level select, you must return to the main menu after entering the code.  
No Prison View=L, R, L, R, Right, X, X, Down, Down, R.  
Invincibility=Up, Down, Left, Right, X, Up, Down, Left, Right.  
More Grenades=Down, Down, Down, Down, Down, Up, Up, Up, Up.  
More Lives=A, R, X, Y, L, R, Up, Down, Left, Right.  
More Grenades=A, B, Left, A, R, Right, B, A, Down, R.  
Level Select=Up, Down, Up, Down, Up, Down, Left, Right, Up, Up.  
Level Skip=Y, Y, X, X, L, R, Down, Down, Up, Up.  
Watch Ending=L, R, L, R Left, Right, Left, Right, Y, X.

# FINISHING FLOOR 2

Stage Select  
At the title screen, press Left, Up, X, Up, Right, Y. You'll see the screen flash after entering the code correctly. Choose "Start Game," and a level select menu will appear.

# FLAD TO FLAD

Amplify Weather  
Immediately after switching a track in arcade mode, hold L + B + Down on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

# GUSS WINGS

Unlock All Gallery Images & Bonus  
From the main menu, select "Gallery." Then, press R, X, Y, B, R, X, X. You'll have a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new outfit, Strangers, will be available.

# GUSS WINGS 2

Unlock All Gallery Images and Secret Options  
At the main menu, select "Gallery." Then press Up, X, Y, B, R, X, X, Y. If you entered the code correctly, you'll see all the gallery images appear immediately.

# GRAND THEFT AUTO 3

Secret Codes  
Before you begin a game, change your name to any of the following names below. You won't be able to see that you've entered most of these correctly until you start a game.  
MUCHKA55=Start with \$200,000  
ULTIMATE=Start with \$5,000,000  
BIGGUN=Start with all weapons  
BIGCAT5=Start with 30 lives  
LEGAME=Unlock all levels  
INFINITY=infinite energy  
LAWLESS=No cops  
BOLWAMM=Start with infinite Double  
SPEED=Start with infinite invincibility  
BIGFICS=Start with Stan Gun & infinite ammo  
TOASTIE=Start with Flame Thrower & infinite ammo  
WOUNDED=Blood spits  
LEGAME=Unlock respect for all gangs  
DIE=Start with all weapons  
LOSTTOYS=Rarest weapons even if you get arrested or die.

# HOCKEY AND DANGEROUS

Unlock Chests & All Mammals  
From the main menu, select "Start Game." Next, enter "BULL" as your name. The second "B" should be "BU" and "LL" should be "L." If you entered the code correctly, the same should become automatically flow from "B" to "L" to return to the main menu. You'll see the text "ALL MAMMALS" appear at the bottom of the menu if you press START during gameplay. You'll see a new name called "Cheats" within the pause menu.

# More Cheats

These cheats will require the use of a keyboard. First, select "Start Game" from the main menu. Next, enter "WELLCHEAT" as your name and continue the game setup as normal. Now you can enter any of the following codes at any time during gameplay. You'll have a special sound effect after inputting each one. Remember, you must use the directional buttons to type in these codes and you won't be able to see what you are typing as you type it.  
e n e m y b u t t o n s =Toggle enemy view backward  
e n e m y f o r w a r d =Toggle enemy view forward  
f u n k y b o o b =Big hugs  
d e b u g g e r s w i t c h =Alternate graphics mode

# THE HOUSE OF THE DEAD 2

Display Score  
At the title screen—when the words "Press Start" appear—press Left, Right, Right, Right, Right, Right on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

# HYDRO THUNDER

Four-Second Boost + Super Start  
At the beginning of any race, hold B before the countdown begins. When you see the number "1" on the screen, release L and hold B. When "2" appears, release R and hold B. When "3" appears, release L and hold B again. You'll get a four-second boost and a fast start after the race begins.

# INCOMING

Cheat Menu  
At the main menu, press Up, Down, Left, Right, X, Up, Left, Right, Y. A new cheat menu will immediately appear.

# RAG THE KANGAROO

Level Select  
At any time during gameplay, press START to enter the pause menu, then select "Back to

Map." Next, enter any of the following codes at the map screen that appears. You'll have a special sound effect after entering a correct code.  
Unlock all stages=Hold L + R and press Up, Down, Right, Left, Up, X.  
Add one plane to your inventory=Hold L + R and press Down, Right, Left, Down, A.

# THE LAST BLADE 2: HART OF THE SAMURAI

Secret Cheats  
Enter any of the following codes at the character select screen:  
Kazuya=Highlight Yoko and press X 18 times. You'll hear a voice to confirm the code, then press A.  
Mogura=Highlight Aoki and press X 17 times, then press for two seconds and press X 18 times. You'll hear a voice to confirm the code, then press A.  
Alternate Character=Highlight Kageki and press X 14 times. You'll hear a voice to confirm the code, then press A.  
Yongyu with Kazuya=Highlight Kazuya and press X 17 times. You'll hear a voice to confirm the code, then press A.

# LOONEY TUNES SPACE RACE

Secret Codes  
At the main menu, select "Options," then select "Cheats." At the next screen, you may enter any of the following codes. The screen will flash green and you'll hear a special sound effect after entering a correct code.  
CARESTISH=Unlock everything  
SUCCOTAS=No Gips  
SAMBA=Unlock Cuckoo's Nest  
SAMBA=Unlock Cuckoo's Nest

# MAG FORCE: BACK

All Deaths & Infinite Lives  
At the main menu, hold X + Y and press Up, Left, Down, Right, Right, Up, Right. If you entered the code correctly, you'll hear a special sound effect.

# MARVEL VS. CAPCOM

Secret Characters  
Enter the following codes at the character select screen. Remember, don't press any additional directional buttons before a naming any code at the screen. Each of these characters has slightly different properties than their original counterparts.  
Dil Mortal=Move the cursor to Zangief, then press Left, Left, Down, Down, Down, Left, Left, Up, Up, Up, Right, Left, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down, X.  
Dil=Move the cursor to Zangief, then press Left, Left, Down, Down, Right, Right, Down, Left, Left, Up, Up, Right, Right, X.  
Shadow Lady=Move the cursor to Morrigan, then press Up, Right, Right, Down, Down, Right, Right, Left, Left, Up, Up, Up, Right, Right, Left, Left, Up, Up, Up, Right, Right, X.  
Orange Venom=Move the cursor to Opa-Opa, then press Right, Down, Down, Down, Left, Left, Up, Up, Up, Right, Right, Down, Down, Left, Left, Up, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Left, Left, X.  
Orange Hulk=Move the cursor to Chun-Li, then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Down, Down, Right, Right, Up, Up, Up, Left, Left, X.  
Orange Hulk=Move the cursor to Zangief, then press Left, Left, Down, Down, Right, Right, Right, Down, Left, Left, Up, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Left, Left, X.

# TIPS & TRICKS Reader Art Gallery



by Christopher LaFaret  
Burlington, MA



by Warren Dickinson  
New Brunswick, TX



by Billy Korte  
Cedar Rapids, IA



by John Korte  
Burlington, MA









## PlayStation

800689F0-0F00—Infinite Time  
80073AFA-7F7F—Unlock Elements

301FDF09-003—Asteroids Infinite lives (P1)  
301FDE90-003—Asteroids Infinite lives (P2)  
301AFBA6-006—Black Widow: Infinite lives  
301F78E4-003—Battlezone: Infinite lives (P1)  
301F78E4-003—Black Widow: Infinite lives (P2)  
301HDA5-003—Centipede: Infinite lives (P1)  
301HDA5-003—Centipede: Infinite lives (P2)  
301A062A-003—Gravitar: Infinite lives (P1)  
301A0629-003—Gravitar: Infinite lives (P2)  
001C1AA-FFFF + 301B269C-006 + D3FC1AAA-  
FFBF + 301B68E9-0008 + D6C1AAA-FFFF  
= 301B68E9-0008—Music Command Preset 1 for  
non-mosles  
8017A256-006—Purge: Instant win (P2)  
8017A250-000—Purge: Instant win (P2)  
301H0397-003—Space Duck: Infinite lives (P1)  
301G0328-003—Space Duck: Infinite lives (P2)  
301A0626-001—Space Breakout: Keep big pad  
301A0614-001—Space Breakout: Infinite lives  
(P1/P2)

00113D50-967F + 00113E25-0056—Infinite money (P1)  
 00113E10-967F + 00113E12-0056—Infinite money (P1)  
 00113E02-967F + 00113E02-0056—Infinite money (P1)  
 00113990-967F + 00113F32-0238—Infinite money (P0)  
 00113D22-0063—Infinite points (P1)  
 00113D02-0063—Infinite points (P2)  
 00113EAC-0063—Infinite points (P3)  
 00113F4C-0063—Infinite points (P0)  
 00113D02-0063 + 00113F52-0000—No money (P1)  
 00113130-0000 + 00113130-0000—No money (P1)  
 00113D02-0000 + 00113D2D-0000—No money (P3)  
 00113F90-0000 + 00113F92-0000—No money (P1)  
 00113D22-0000—No points (P1)  
 00113D02-0000—No points (P2)  
 00113EAC-0000—No points (P3)  
 00113F6C-0000—No points (P0)  
 00113F6C-0000—No points (P4)  
 00113F6C-0000—No points (P5)  
 00113F6C-0000—No points (P6)  
 00113F6C-0000—No points (P7)  
 000F1E-5061—Unlink Sock  
 300F1E9F-0301—Unlink Coin

300A2E1C-0064—Infinite Health  
300A3F2A-0038—Infinite Bomb Timer  
300A45D0-0001—Have Radio  
300A45E4-0001—Have Fuse  
300A45B5-0001—Have Crowbar  
300A45EC-0001—Have Toolbox  
300A43FD-0005—Have Safe Combo  
300A45F4-0005—Have Documents  
300A457B-0005—Have Copied Doc  
300A45FC-0001—Have Security Card  
300A460D-0001—Have Keys  
300A4604-0001—Have Gas Bottle  
300A4608-0001—Have Security Card 2

800F32AE-270F—Infinite Feathers  
800F32CE-001F—All moves open  
800F32BD-000A—Max hearts  
800F32AA-000A—Infinite health  
800F32AC-0006—Infinite Pledge Chest  
800F32BD-000F—Have all skills

30051326-0079-Always 2x Truck  
8005131C-6D65-Max points  
80051348-0301 + 8005134A-0301 + 8005134C-0101  
+ 8005134E-0101 + 80051350-0101 + 80051352-  
0101 + 80051354-0101 + 80051354-0101 +  
80051356-0101-All levels open  
30051363-0001-Unlcock Gage  
30051364-0301-Unlcock Marle  
30051362-0001-Unlcock Tyler  
30051365-0001-Unlcock Flapjax  
30051366-0001-Unlcock Robot

DE3C70F2-9B53E5E + DE82A0CE-BCF6A112-[N]  
Must be on  
DE4F355E-3BA89ACB=Max cash  
DE4F354A-2F4D40CB=Infinite health  
DE4F358A-2F4D9ACB=Max. skill points  
DE4F3562-3BA89ACB=Quick level up  
DE4F354A-2F4D40CB=Infinite mana

```
0E3C70F2-1853E59E + RE81D895-BCE19552--[M]
Must be on
DE96934E-89A8A82 + DE8660AA-BCA9982--En
able all levels
DE56467E-DBC8BA2 + DE56467E-DBC8BA2 +
DE56467E-DBC8BA2 + DE56467A-DBCB8BA2 +
DE56460E-DBC8BA4 + DE56462D-DBC8BA2 +
DE56460E-DBC8BA4 + DE56460A-BCC8BA2--A]
Vipat (All Levels)
```

0E3C7D72-1F53E59E + ED8A206-BCBBF8CA-[M]  
Must be on  
BE7D6866-BCBD9BE9 + 935B935B-BCA998B3 +  
BE7D6866-BCBD9BE9 + 935B935B-BCA998B3—  
Have 99 trial mode\$  
D67C424A-8BA838E2—Unlock extra characters

0E3C7D12-1833E59E + E2E29CDE-8CBDDCA—[M]  
Must be on  
CE406674-8CA992BD—Enable all cheats  
C1ECC88E-8CA99883 + C1ECB98E-8CA99883 +  
C1EA408E-8CA99883—Infinite creation points

0EDC7D7D2-1633E59E+4EB643FE-BCBC7762-[M]  
Must be on  
FE98328-8CA998E6-Type-7 Film  
FE98339-8CA998E6-Type-14 Film  
FE98358-8CA998E6-Type-37 Film  
FE98338-8CA998E6-Type-74 Film  
FE98354-8CA998E6-Type-90 Film  
FE98365-8CA998E6-Spirit Stone  
FE98364-8CA998E6-Herbal Medicine  
FE98367-8CA998E6-Sacred Water  
FE98366-8CA998E6-Stone Mirror  
FE98361-8CA998E6-Camera  
FE98360-8CA998E6-Red Hand Mirror  
FE98363-8CA998E6-Black Carving

FF59326D-BCA938E8-Kagome Seal  
FF59366C-9CA988E6-Mister's Seal  
FF59366F-BCA950B6-Cameron's Airpore  
FF59366E-BCA938E8-Braun Key  
FF593669-BCA950B6-Koos's DrumMusic  
FF593668-BCA938E8-Tapac's Airpore  
FF59367E-BCA988E6-Gold Caravan  
FF5936D0-BCA988E6-Angry Mask  
FF593676-BCA988E6-Milches  
FF59327D-BCA959B6-Editor's Photo  
FF5936D7-BCA988E6-Scroll  
FF593313-BCA988E6-Holy Mirror  
FF59331B-BCA938E6-Angry Mask 2  
FF593669-BCA988E6-Red Tape 1  
FF59366E-BCA988E6-Red Tape 2  
FF59366E-BCA950B6-Blue Tape 1  
FF593677-BCA988E6-Tail Carving  
FF593271-BCA988E6-Headless Buddha

FE998302-8CA99806-Family Photo  
FE998305-8CA99806-Lighter  
FE998304-8CA99806-Kane Photo  
FE998301-8CA99806-Joyful Mask  
FE998303-8CA99806-Sad Mask  
FE998302-8CA99806-Happy Mask  
FE99830C-8CA99806-Mask of Reflection  
FE99830F-8CA99806-Blind Mask

FE99830E-8CA998E6-Bronze Key  
FE998309-8CA998E6-Mirror/Peace 2  
FE998316-8CA998E6-Mirror/Peace 3  
FE998311-8CA998E6-Mirror/Peace 4  
FE998310-8CA998E6-Mirror/Peace 5  
FE998312-8CA998E6-White Tape 1  
FE99831D-8CA998E6-White Tape 2  
FE99831C-8CA998E6-Red Tape 2  
FE99831F-8CA998E6-Red Tape 3  
FE99831E-8CA998E6-Red Tape 4  
FE99831B-8CA998E6-Blue Tape 2  
FE998318-8CA998E6-Moon Inset

0E3C7D42-0B5359E + EE8EAA6-0C8CE2A-[M]  
 Must be on  
 DE953E4-0CB99A82 + DE953E4-0CB99A82-  
 Complete collection  
 DE90149E-0CA99884 + DE9014AE-0CA99884 +  
 DE90149E-0CA99884 + DE9014AE-0CA99884 +  
 DE90142E-0CA99884 + DE90146E-0CA99884 +  
 DE90147E-0CA99884 + DE90140E-0CA99884 +  
 DE90141E-0CA99884 + DE90142E-0CA99884 +  
 DE90143E-0CA99884 + DE90144E-0CA99884-[A]  
 Level of Division/MasterPIV

```

DEAFD41A-A99364--Infirnte health
D1FD84CB-BCA9981+ DEAFD40A-BCA9986+
-Sel:1-AJ off
D1FD84CB-BCA9981+ DEAFD40A-BCA9983-
-Sel:2-AJ on
D1FD84CB-BCA9982+ DEAF70CA-FA9983-
-R1+R2-Inst speed
D1FD84CB-BCA9982+ DEAF70CA-FA9983-
-L1+L2-Slow motion
D1FD84CB-BCA9981+ DEAF70CA-FB9983-
-Sel:1-Normal speed
D1FD84CB-BCA9981+ DEAFD42A-BCA9984-
-Sel:3-Debug boxes
D1FD84CB-BCA97A81+ DEAFD42A-BCA9983-
-Sel:Circle-Debug boxes off
DEAFD415-DC99866--Track enemies

```

C1AA5B0D-CA998E—Quick level (Tr)  
 C1AA5B4C-CA998E—Quadr. level up (Tr)  
 C1AA5B2C-CA99C2—Mars MP (Tr)  
 C1AA5B1C-CA99C2—Mars MP (Tr)  
 C1AA5B1B-CA99E4—Infants MP (Tr)  
 C1AA5B1A-CA99E4—Mars SP (Tr)  
 C1AA5B14-CA99E4—Infants SP (Tr)  
 C1AA5B13-CA99E4—Mars STB (Tr)  
 C1AA5B12-CA99E4—Mars ASI (Tr)  
 C1AA5B12-CA99E4—Mars MAG (Tr)  
 C1AA5B1C-CA99E4—Mars VII (Tr)  
 C1AA5A6F-CA99E4—Mars SPD (Tr)  
 C1AA5A6E-CA99E4—Mars SPD (Tr)  
 C1AA5A6E-CA99E4—Mars Lotus Flower (Tr)  
 D1AA5B2C-CA9AED4—Mars Fast Dance-Whirl (Tr)  
 D1AA5B6E-CA9AED4—Mars Tornado (Tr)  
 D1AA5B3A-CA9AED4—Mars Whisper to Stars (Tr)

5B7C7D2-1053E9E + E6887E3A-BCAA412 = (M)  
 FEE6447E-8CA99849 + FEA8A35A-8CA9984E = Inf  
 FEE6447E-8CA99849 =  
 DEB6476E-8BA943E2 + CE8E6472-BCA998A2 =  
 5000 Pounds Created Character  
 FEE6447E-8CA99802 = Max Power  
 FEE6471-8CA99802 = Max Speed  
 FEE6472-8CA99802 = Max Stamina  
 FEE6473-8CA99802 = Max Chin  
 FEE6472-8CA99802 = Max Heart  
 FEE647D-8CA99802 = Max Cuts  
 CE8E646A-BCA9983 = 8 Foot Created Character  
 CE8E648A-BCA998F = 9 Foot Created Character  
 CE8E647A-BCA998F = 300 Pound Created Charac  
 CE8E647A-BCA998F = 400 Pound Created Charac  
 CE8E647A-BCA998F = 500 Pound Created Charac

0E3C7DF2-1853E99E + EE9A6CD2-6B8CC5FA—[M]  
Must be on  
DE88A47E-8F899888 + DE88A47A-8CA98883—  
Dummy A I  
DE9DA34E-6F899888 + DE9CA34A-8CA98883—In-  
finite fuel  
DE9D046E-0F899888 + DE9D046A-8CA98883—No  
tire wear



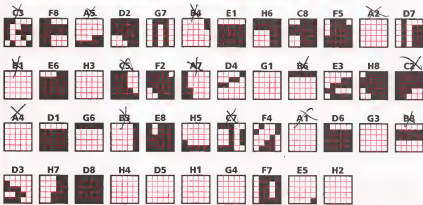
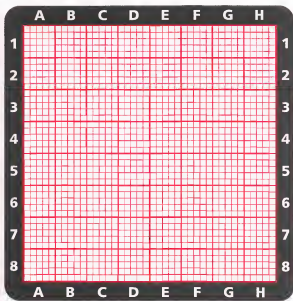




# TIPS & TRICKS™

Grab a pencil and get ready to unlock the secret images in our monthly feature: *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

## Pencil Puzzles



# Directions



STEP 1



Pick one of the squares and examine its coordinates.

STEP 2



Find the spot on the large grid with these coordinates.

STEP 3

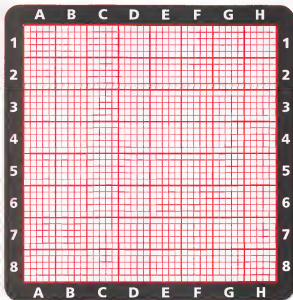
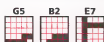
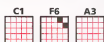


Fill in the squares on the grid the same way.

STEP 4



Repeat the process until the secret picture is revealed!





# HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for a Nintendo system like the Nintendo 64 or Game Boy (Color), try Nintendo's hotline: It's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call Ties & Ties! We don't have a tip hotline and we're very busy working on the next issue for you.

**NOTE:** All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

## 3DO

1-800-CALL-3DO (1-800-228-8386)  
HOURS: Monday through Friday,  
9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard  
Time)  
COST: 95¢/minute

## SBS STUDIOS

1-900-935-SONY (U.S.)  
1-900-451-4373 (Canada)  
HOURS (U.S.): Monday through Friday 8 to 5 PM (Pac-  
ific Standard Time for live information, 24 hours for  
automated help  
(Canada): 24-hour automated information  
COST (U.S.): 95¢/minute automated, \$1.40/minute live,  
\$6.95 to \$16.95 for tips by e-mail, \$5 to \$20 for card  
recharge  
(Canada): \$1.50/minute for automated hints

## ACCLAIM

1-800-467-TIPS (1-800-467-4477)  
HOURS: (unknown)  
COST: 95¢/minute

## ACTIVISION

1-900-486-4666 (U.S.)  
1-900-481-4848 (Canada)  
HOURS: Monday through Friday,  
9 AM to 5 PM Pacific Standard Time (excluding holi-  
days)  
COST (U.S.): 95¢/minute  
(Canada): \$1.40/minute

## AGESEC, INC.

1-800-386-ASGI (1-800-288-2724)  
HOURS: 24 hours a day, 365 days a year  
COST: 95¢/minute

## AMERICAN SOFTWARE CORP.

1-900-CALL-ASC (1-900-225-6272)  
HOURS: 24 hours a day  
COST: 80¢/minute

## ATLUS SOFTWARE

1-800-CALL-ATLUS (1-800-225-4285)  
HOURS: (unknown)  
COST: 95¢/minute or \$1.25/minute for live assistance

## CAPCOM

1-800-486-CUE (1-800-486-2586) (U.S.)  
1-900-477-2272 (Canada)  
HOURS: Monday through Friday,  
8:30 AM to 5 PM (Pacific Standard Time)  
COST (U.S.): 95¢/minute for 24-hour pre-recorded in-  
formation, \$1.35/minute for live help  
(Canada): \$1.35/minute

## GRAVE ENTERTAINMENT

1-900-463-6666 (U.S.)  
1-900-477-6666 (Canada)  
HOURS: (unknown)  
COST (U.S.): 95¢/minute  
(Canada): 95¢/minute

## DREAMWORKS INTERACTIVE

1-900-454-GAME (1-900-454-4265)  
HOURS: 24 hours a day, 365 days a year  
COST: 95¢/minute

## EGOS

1-900-773-4827 (U.S.)  
1-900-649-4827 (Canada)  
HOURS: 24 hours a day  
COST: 95¢/minute

## ELECTRONIC ARTS

1-900-288-HINT (1-900-288-4488)  
1-900-481-4873 (Canada)  
COST (U.S.): 95¢/minute  
COST (Canada): \$1.15/minute

## FOX INTERACTIVE

1-900-CALLFOX (1-900-225-5435)  
HOURS: (unknown)  
COST: 95¢/minute

## GT INTERACTIVE

1-900-CALL-GT (1-900-225-5248)  
HOURS: (unknown)  
COST: 95¢/min

## INFOFRAMES

1-900-456-HINT (1-900-456-4488)  
HOURS: (unknown)  
COST: 95¢/minute

## INTERACT GAMESHARK CODELINE

1-900-773-7427 (U.S.)  
1-900-677-4242 (Canada)  
HOURS: 24 hours a day, 7 days a week  
COST (U.S.): \$1.25/minute  
COST (Canada): \$1.75/minute

## INTERPLAY

1-900-335-PLAY (U.S.)  
1-900-451-6665 (Canada)  
HOURS: 24 hours a day, 7 days a week  
COST (U.S.): 95¢/minute  
COST (Canada): \$1.25/minute

## KOMARN

1-900-486-HINT (1-900-486-4488)  
HOURS: Automated help 24 hours a day, 365 days a  
year, live assistance Monday through Friday, 9 AM to  
8:30 PM (Pacific Standard Time)  
COST: 95¢/minute for automated help, \$1.25/minute  
for live assistance

## LUCASARTS

1-900-743-8041 (1-900-743-4344) (U.S.)  
1-900-477-8041 (1-900-477-5334) (Canada)  
HOURS: (unknown)  
COST (U.S.): 95¢/minute  
COST (Canada): \$1.25/minute

## MIDWAY

1-900-824-5052  
HOURS: Monday through Friday,  
10 AM to 8:30 PM (Central Time), Automated help  
available 24 hours a day, 365 days a year  
COST: Standard long-distance rates to Texas apply

## NAMCO

1-900-773-2462  
HOURS: Monday through Friday,  
9 AM to 5 PM (Pacific Standard Time)  
COST: 95¢/minute for automated tips, \$1.15/minute  
for live assistance

## NINTENDO

1-900-288-0187 (Live assistance, U.S.)  
1-900-481-4488 (Live assistance, Canada)  
1-825-885-7528 (Power Line—automated tip)  
HOURS (Live assistance): Monday through Saturday,  
6 AM to 9 PM (Pacific Standard Time)  
Sunday 5 AM to 7 PM (Pacific Standard Time)  
HOURS (Power Line): 24 hours a day  
COST (U.S.): \$1.15/minute  
COST (Canada): \$2.00/minute  
COST (Power Line): Standard long-distance rates to  
Seattle, Washington apply

Good:  
Equip  
Statu

\*Sorry, Nuss, but Tips &  
Tricks don't give out  
codes over the phone.



## PSYGNOSIS

1-900-376-HINT (1-900-376-4488)  
HOURS: Monday through Friday, 9 AM to 5 PM for live  
assistance, automated tips available 24 hours a day,  
365 days a year  
COST: 95¢/minute for automated tips, \$1.35/minute  
for live assistance

## SEGA

1-900-200-SEGA (U.S.)  
1-900-451-8282 (Canada)  
HOURS: (unknown)  
COST (U.S.): 95¢/minute for automated tips,  
\$1.50/minute for live assistance  
COST (Canada): \$1.50/minute

## SIERRA

1-900-370-KLUE (1-900-370-5543) (U.S.)  
1-900-481-0386 (Canada)  
HOURS: 24 hours a day, 7 days a week  
COST (U.S.): 95¢/minute  
COST (Canada): \$1.25/minute

## SONY COMPUTER ENTERTAINMENT AMERICA

1-900-833-SONY (1-900-833-7600) (U.S.)  
1-900-451-4373 (Canada)  
HOURS: Monday through Friday, 6 AM to 6 PM (Pacific  
Standard Time) for live assistance, automated support  
available 24 hours a day, 365 days a year  
COST (U.S.): 95¢/minute for automated tips,  
\$1.25/minute for live assistance, \$4.95 for mailed-out  
tips  
COST (Canada): \$1.25/minute

## SQUARESOFT

1-900-407-KLUE (1-900-407-5540)  
HOURS: Monday through Friday, 6 AM to 5 PM (Pacific  
Standard Time) for live assistance, automated support  
available 24 hours a day, 365 days a year  
COST (U.S.): 95¢/minute for automated tips,  
\$1.35/minute for live assistance  
COST (Canada): \$1.50/minute for automated tips only

## TECMO

1-319-346-4095  
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific  
Standard Time)  
COST: Standard long-distance rates to Southern Cali-  
fornia apply

## THQ

1-900-370-HINT (1-900-370-4488)  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific  
Standard Time) for live assistance, automated support  
available 24 hours a day  
COST: 95¢/minute for automated tips, \$1.25/minute  
for live assistance

## UBI SOFT

1-900-426-AUBI (1-900-426-4824) (U.S.)  
1-900-481-5555 (Canada)  
HOURS: (unknown)  
COST (U.S.): 95¢/minute  
COST (Canada): \$1.50/minute

## VIRGIN INTERACTIVE

1-900-288-4784 (U.S.)  
1-900-451-4422 (Canada)  
HOURS: 24 hours a day, 365 days a year  
COST (U.S.): 95¢/minute  
COST (Canada): 55¢ for the first minute, \$1.25 each  
additional minute

## WORKING DESIGNS

1-833-249-3417  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific  
Standard Time)  
COST: Standard long-distance rates to California apply



Same  
Bat-Issues.  
Same  
Bat-Channell

# TIPS & TRICKS

## BACK ISSUES

1999

**August 1999 Pokémon Snap:** Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

**September 1999 Um Jammer Lammy:** Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto, Shadowgate 64 (Part 2), Croc 2

2000

**February 2000 Tomba 2: The Evil Swine Return:** Chocobo's Dungeon 2, Xena—Warrior Princess: The Talsman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

**March 2000 Jackie Chan Stuntmaster:** Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

**April 2000 Pokémon Stadium:** Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

**May 2000 Syphon Filter 2:** Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

**June 2000 Resident Evil Code Veronica:** Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

**August 2000 Marvel vs. Capcom 2 (Part 1):** Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

**September 2000 Chrono Cross:** Kirby 64: The Crystal Shards, Marvel vs. Capcom 2 (Part 2), Seaman, Valkyrie Profile, Tokyo Xtreme Racer 2

**October 2000 Spider-Man:** Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

**November 2000 Capcom vs. SNK (Part 1):** Ridge Racer V, Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2, Tony Hawk's Pro Skater 2, The Grid

**Tips & Tricks Pokémon Report:** Special Pokémon issue with exclusive feature on the creators of Pokémon, plus strategy guides for Pokémon Stadium, Pokémon Trading Card Game, Pokémon Snap, and Pokémon Yellow

2001

**January 2001 Gundam Battle Assault:** Shenmue, Smuggler's Run, WWF No Mercy, RC de GO!, Driver 2

**February 2001 Mega Man X5:** Scooby-Doo! Classic Creep Capers, Theme Park Roller Coaster, Banjo-Tooie, Dragon's Lair, Razor Freestyle Scooter, The King of Fighters '99, The Grid

**March 2001 Star Wars Episode 1: Battle for Naboo:** The Bouncer, Project Justice, Blaster Master: Blasting Again, Phantasy Star Online

**April 2001 Dance Dance Revolution:** Paper Mario (Part 1), Metal Slug X, Onimusha Warlords

**May 2001 Zone of the Enders:** Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

**June 2001 The Simpsons Wrestling:** Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Truck, Time Crisis: Project Titan

**July 2001 Crazy Taxi 2:** Mario Party 3, Mat Hoffman's Pro BMX, MTV Music Generator 2, Castlevania: Circle of the Moon, Pokémon Stadium 2 (Part 2)

**August 2001 World's Scariest Police Chases:** Gran Turismo 3: A-Spec, Bloody Roar 3, Sports Jam, CART Fury Championship Racing

**September 2001 Klonoa 2: Lunatea's Veil:** Sonic Adventure (Part 1), Escape from Monkey Island

**October 2001 Madden NFL 2002:** Pokémon Crystal, Power Shovel, Sonic Adventure 2 (Part 2)

**November 2001 Spy Hunter:** X-Men Mutant Academy 2, Dave Mirra Freestyle BMX 2, Fortress, Phantasy Star Online Ver. 2



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June '00	x \$8.00=	July '01	x \$8.00=
August '00	x \$8.00=	August '01	x \$8.00=
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October '00	x \$8.00=	October '01	x \$8.00=
November '00	x \$8.00=	November '01	x \$8.00=
Pokémon '00	x \$8.00=		

Subtotal \_\_\_\_\_ Subtotal \_\_\_\_\_

Total: \_\_\_\_\_



Gre-tings, sports fans, and welcome to the TIPS & TRICKS sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and nifty things that will keep you in the field while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

# TIPS & TRICKS

# SPORTS DESK

by Mike Daly

## Home Run King



The appropriately-titled *Home Run King* is the latest entry in the world of Major League Baseball simulations. Released by Sega Sports, *Home Run King* attempts to cut down on confusing frills and concentrate on feel and fun. With the GameCube's processing power and Nintendo's penchant for an arcade-like, visual-over-intellectual feel, you know that *Home*

*Run King* would at least have a stunning appearance, and it certainly does. With outrageously detailed player and stadium modeling, this is probably the most graphically realistic baseball video game to date. This appeal is furthered by an offensively-oriented design that results in high-scoring games and big-time action. Sounds perfect, right? Well, not quite. One problem is the GameCube's generally excellent controller. With its action buttons in an irregular



higher degree of care; you don't want to throw to the wrong base! Ironically, in its endeavor to offer a simpler pitching interface that takes up less screen space, *Home Run King* ended up with an inter-

face that is actually harder to use and requires a greater degree of familiarity. Pitches are indicated by arrows in various directions. You must memorize which arrow represents each pitch if you want to select pitches with any degree of accuracy. To make matters more confusing, the arrow changes direction for opposite-handed pitchers, i.e. a right-handed pitcher's arrows face one direction while a lefty's face the other. While this interface looks slightly more attractive than a



Bases Loaded style of pointing the D-pad to the base and pressing a button to throw there. This requires a slightly

bunch of words and symbols across the screen, it takes more time to learn and effectively use. Additionally, fielding is complicated by a ball so small and white that it often blends in with the white cross sections of the field's surface. These hang-ups are small flaws in an otherwise strong game that ultimately leaves more control to—and requires more skill from—the players themselves.

bunch of words and symbols across the screen, it takes more time to learn and effectively use. Additionally, fielding is complicated by a ball so small and white that it often blends in with the white cross sections of the field's surface. These hang-ups are small flaws in an otherwise strong game that ultimately leaves more control to—and requires more skill from—the players themselves.



## NFL Blitz 20-02



features as many bone-crunching, illegal hits as ever. Action is fast, exciting and competitive, just like you knew it would be. Though I could argue that *Blitz 20-02* is a better game because it has more accurate rosters than its predecessors, we all know that *Blitz* is about hitting, not about being a true football simulation. Of course, some

people feel that the exaggerated football of *Blitz* simulates the fervor and insanity of the sport better than Madden ever could. So why is *Blitz 20-02* an upgrade? Quite simply, it looks awesome. The player models



and animation have become as solid as any football sim out there. The result is a game that looks as good as Madden or NFL 2K2, but plays like *Blitz*. Some people's dreams have come true. If you're the type of fan who hates overly complicated playcalling and just wants some good, old-fashioned smash-mouth football, look no further.



## ESPN NBA 2Night 2002

ESPN NBA 2Night 2002 is almost like a preview of what we'll be watching next year. The NBA yanked its games from NBC and handed them over to ABC and ESPN for the 2002-2003 season.

ESPN jokers Brent Musberger and Stuart Scott do the commentary in ESPN NBA 2Night 2002, but whether they will be the real play-by-play announcers for next year's TV season is yet to be seen.

Konami's NBA titles have always been the red-headed stepchild of basketball video games, especially when compared to the NBA Live and NBA 2K franchises. However, ESPN NBA 2Night 2002 is actually



ESPN NBA 2Night 2002 is not too dunk-friendly and the spacing of the players in an offensive set clogs up the lane. Musberger and Scott also sound like they're at a frat party rather than a game.

The poster-child for ESPN NBA 2Night 2002 is Orlando Magic's Tracy McGrady; he also contributed

to the motion-capture sessions for the game. Eric Snow of the Philadelphia 76ers was apparently the main consultant for the game, which could explain why players settle for more jump shots than rim-shattering dunks! If ESPN NBA

2Night 2002 was released a couple of years ago, it might have made the competition quake in their boots, but with the level of detail available in NBA games out now, Konami will have to rely on uninformed purchasers.



Konami's best NBA outing so far. A much-needed "turbo" function has finally been added and the player models and animation are much improved. Still, the game lacks the excitement and polish we've seen from the competition.



## NBA JAM 2002



Remember those halcyon days of 1992, when you spent about a thousand quarters playing Midway's NBA JAM in the arcades and trying to unlock the cheerleaders as playable characters? Because of a legal issue involving the NBA's trademark, Midway was not able to retain the rights to the NBA JAM name,

which was subsequently acquired by Acclaim. The latest game to carry on the title is NBA JAM 2002 for the Game Boy

Advance, which reproduces the original game's two-dimensional, two-on-two arcade action. The game looks and plays well enough, but it seems almost restrained when compared to

the over-the-top antics of games like NBA Showtime. It's also not very big on secrets, a trademark of past NBA JAM games that had a lot to do with their popularity; for some reason, it's not as exciting when the "hot spots" are visible

and you have to pick up a power-up item from the floor to go "on fire." Fans of the original series will definitely miss the voice of Tim

"Boom-shaka-laka!" Kitzrow; in his place is a generic play-by-play announcer who repeats certain phrases WAY too often. I guarantee that you'll be taking it to the hoop without passing just so you can avoid hearing the words "nicely received" for the thousandth time. Incredibly, the up-to-date rosters include Michael Jordan, who was never featured in the original NBA JAM games for licensing reasons. He doesn't

even come up as one of the default "starters" when you pick the Wizards; you actually have to yank Brendan Haywood or Jahdi White and put MJ in his place! Is this some kind of editorial comment on how Jordan's star has fallen?



## Triple Play 2002



supposed to be Triple Play 2002, after Triple Play 2001 for the PlayStation. Somewhere in the halls of EA Sports, someone is trying to manipulate the calendar! Regardless of what year it is, one thing is for sure: the Triple Play franchise is really showing its age. The game looks better than ever and also features excel-

ent commentary by baseball-guru Bob Costas and the always-chipper Harold Reynolds, but the gameplay essentially remains unchanged. Triple Play's fielding woes

contin-

with sluggish controls and a hard-to-see

baseball. The pitcher-batter interface also needs a much needed facelift. It's sad bad true: the once mighty Triple Play franchise has been surpassed by the likes of High Heat, All-Star Baseball and Home Run King. That's what happens when you ignore user feedback year after year.





## Tiger Woods PGA Tour 2002



I recently read a headline that said "Tiger Celebrates his 30th." Foolishly, I initially assumed it meant that Tiger Woods had celebrated his 30th birthday. Then I realized there's no way that time flies that fast—the article was referring to Tiger's 30th PGA victory. (Pretty good for a guy who's friends with Charles Barkley!) As Tiger is such a clear master of his domain, it's only fitting that his countenance graces EA Sports' new golf game, Tiger Woods PGA Tour 2002 for the PlayStation 2. Like *Home Run King*, *PGA Tour 2002* employs a "less is more" strategy, eliminating many of the options and interface elements that sometimes unnecessarily convoluted last year's installment.



Gone are the swing meters and club angles; it's all feel now, as you have to judge for yourself just how intensely you are backswinging and unloading on the ball. You can still inject extra power into your swing by hitting L1 while you



backswing, but the swing essentially begins and ends with

you, the player. There are a few more options that affect swing strength, including a flop and an approach

shot in addition to the standard full and punch swings. Cutting down on the interface elements has allowed a clear emphasis on graphics and presentation...and they truly shine. The courses and clubhouses are depicted in grand fashion, with rousing camera pans and stylistic focus changes. The game also features more pro golfers than ever, including big names



like Lee Janzen, Justin Leonard and Vijay Singh as well as two LPGA representatives for fans of the ladies' game. Extra golfers and courses must be unlocked by beating them in competition in Tiger's Challenge mode. Until you unlock these characters, you're stuck golfing with or against fictional Jessie "L'Mo" Ta'avatu, a tattooed Samoan who looks like David Tua and drives like Happy Gilmore.

## Mike Tyson Heavyweight Boxing



there is no bigger name in the boxing world today. Forget the pretty-boy lightweights and

welterweights—this is pure heavyweight boxing, where one good blow can land you a ten-count nap. *Mike Tyson Heavyweight Boxing* has more of an arcade feel than *Knockout Kings* and even has elements of *Ready 2 Rumble Boxing*, but the arcade elements are primarily there to accentuate the dynamic power of heavyweight competition. Boxers can



charge up their punches by holding down any of the punch buttons until their glove catches fire. Like the *Rumble Mode* in *Ready 2 Rumble*, you can charge up the combo meter and save up for devastating combo fury. The



sheer number of modes, options and unlockable features in this game is mind-boggling. The "unlock" structure is amazingly complex; you can play this game for weeks. There are 11 hidden boxers, 16 hidden stadiums, 64 hidden signature combos, 24 hidden signature punches, 48 hidden kits (gloves, shorts, etc.), 16 hidden taunts and 16 hidden entry tunes. All of these bonuses are obtained through winning purse money in the various modes. The game features some big names in heavyweight boxing, but many of them need to be

unlocked or you're stuck with a lot of scrubs. Some of the licensed heavyweights include David Tua, Frank Botha, Audley Harrison, Larry

Holmes, Tim Witherspoon and more. The ultimate boss in the game is none other than the shiny "Iron" Mike Tyson, a metallic alter-ego character like Metal Mario. There are tons of hilarious taunts, but Mike seems like a choirboy compared to his real-life persona. And no, there's no ear-biting in the game.



## NBA INSIDE DRIVE 2002 MORE CODES!



In addition to the cheats we featured last month (you'll find them on page 57 of this issue), we dug up some additional *Inside Drive* cheats. Enter them at the "Codes" screen from within the Options menu:

IGOTHOPS—Easy alley-oops

THREE4ALL—Easy three-pointers

GIMMETHAT—Accept all trades

SANDINMYSHORTS—Beach ball basketball

SPIKEIT—Volleyball basketball



THE LEGACY OF RAIN SERIES

# BLOOD OMEN 2

## SWEEPSTAKES

To celebrate the release of *Blood Omen 2™* for the PlayStation®2 computer entertainment system and the Xbox® video game system, Eidos Interactive and *Tips & Tricks Magazine* are giving away free *Blood Omen 2* games and goodies!

### GRAND PRIZE: 1 WINNER

- (1) PlayStation 2 or Xbox game system (entrant's choice)
- (1) *Blood Omen 2* game for PlayStation 2 or Xbox (entrant's choice)
- (1) *Blood Omen 2* poster signed by development team

### FIRST PRIZE: 5 WINNERS

- (1) *Blood Omen 2* game for PlayStation 2 or Xbox (entrant's choice)
- (1) *Blood Omen 2* poster signed by development team

### SECOND PRIZE: 10 WINNERS

- (1) *Blood Omen 2* game for PlayStation 2 or Xbox (entrant's choice)

### TO ENTER:

Send a postcard (no envelopes, please) with your name, age, address, city, state, ZIP code, telephone number, e-mail address (if applicable) and game system preference (PS2 or Xbox) to:

**Blood Omen 2 Sweepstakes**  
c/o *Tips & Tricks*  
8484 Wilshire Blvd.  
Suite 900  
Beverly Hills, CA 90211

All entries must be received by June 14, 2002. Good luck!

NO PURCHASE NECESSARY. Limit one valid entry per person/address. Sweepstakes open to legal residents of the United States and its territories and possessions. Multiple entries are prohibited. All entries become the property of *Tips & Tricks Magazine* and Eidos Interactive, Inc. All prizes are the responsibility of the winner. No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by June 14, 2002. Sponsors are not responsible for lost or misdirected entries. The editors of *Tips & Tricks Magazine* will select winner. Entrant choice is final. Odds are determined by the number of entries received by the sweepstakes deadline. Winners will be notified by mail. Winners under 17 years of age will be required to provide written consent from a legal parent or guardian before prizes are awarded. This sweepstakes is sponsored by Eidos Interactive, Inc. and *Tips & Tricks Magazine* (collectively, the "Sponsor"). The Sweepstakes is open to persons of any age other than employees, officers and directors of the Sponsor, its affiliates, related firms, advertising, promotion and fulfillment agencies as well as their respective immediate family members and persons living in their same household. Sony Computer Entertainment America takes no responsibility for this offer. © 2002 Crystal Dynamics. *Blood Omen 2*, Crystal Dynamics and the Crystal Dynamics logo are registered trademarks of Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive, Inc. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. © 2002 Eidos Interactive, Inc. All rights reserved. "PlayStation 2" is a registered trademark of Sony Computer Entertainment Inc., which is not affiliated with or a sponsor of this giveaway. "Xbox" is a registered trademark of Microsoft Corporation, which is not affiliated with or a sponsor of this giveaway. All other trademarks belong to their respective owners.



BLOOD AND GORE  
VIOLENCE

# Hard Core

by Pat Reynolds

## Custom Armored Core Design

Hard Core is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agatec's Armored Core series of games for the PlayStation (and Armored Core 2 for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see below for information on how to submit your Core. Let's get on to this month's batch of new Core designs!



### Featured Core Design

#### Cold War

Designed by Vladimir Gabias of Kahului, Hawaii

Cold War	
Core: HD-ZERO	AP: 9651
Arms: AN-891-5	Weight: 8374
Legs: LNK5-1846J	Price: 620,350
Generator: GBG-10000	
FCS: FBMB-18X	
Boosters: B-PT000	

#### Parts

Head: HD-ZERO  
Core: XXA-SO  
Arms: AN-891-5  
Legs: LNK5-1846J  
Generator: GBG-10000  
FCS: FBMB-18X  
Boosters: B-PT000

Back Unit L: WC-XC8000 Plasma Cannon  
Back Unit R: M118-TD Magazine  
Arm Unit L: LS-1000W Laserblade  
Arm Unit R: WG-MGS00 Machine Gun  
Optional Parts: SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-E+, SP-DEto, SP-ABSRe

#### Color Scheme (General)

Base: Red: 25, Green: 20, Blue: 26  
Optional: Red: 6, Green: 6, Blue: 6  
Detail: Red: 42, Green: 13, Blue: 13  
Joint: Red: 18, Green: 18, Blue: 18

#### Performance

Armor Points: 8683  
Weight: 8379  
Price: 1,206,100

Grade: **GREAT**

Cold War is a left-over design from the AC World Rumble we ran back in the October 2001 issue. I was sorting through the massive pile of Core designs near my desk and decided to take a look, as several of the World Rumble Cores that were left out because of time and space restraints. Cold War was meant to represent Russia, and it's a good enough design that I'm including it here as Hard Core's esteemed "Featured Core Design." Using some uncommon parts (especially the arm and leg units), Vladimir has built a Core that is fun and easy to play. The machine gun is great for wearing down your opponent's health while boosting through the air around him, while the laser cannon can be used from a vantage point to score huge damage on a slow-moving or stopped enemy. It would have been interesting to see how Cold War fared in the World Rumble!



### Y2K Bug

Designed by Robert Boen of Yakima, Washington

Y2K Bug	
Core: HD-4004	AP: 9651
Core: XCH-01	Weight: 8374
Arms: AN-25	Price: 620,350
Legs: LC-MGS4545	
Generator: GRD-RX6	
FCS: COMDEX-C7	
Boosters: N/A	

#### Parts

Head: HD-4004  
Core: XCH-01  
Arms: AN-25  
Legs: LC-MGS4545  
Generator: GRD-RX6  
FCS: COMDEX-C7  
Boosters: N/A

Back Unit R: WC-GN230 Grenade Launcher  
Arm Unit L: N/A  
Arm Unit R: WG-XP2000 Pulse Rifle  
Optional Parts: SP-JAM, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+,

#### Color Scheme (General)

Base: Red: 11, Green: 22, Blue: 24  
Optional: Red: 00, Green: 00, Blue: 00  
Detail: Red: 25, Green: 25, Blue: 25  
Joint: Red: 64, Green: 64, Blue: 64

Grade: **FINE**

#### Performance

Armor Points: 9651  
Weight: 8374  
Price: 620,350

Robert's Y2K Bug has just the right balance of weaponry to track and destroy any type of opponent. The pulse rifle is the standard medium-range gun, the chain gun can track and hit fast-moving and airborne opponents and the grenade launcher is excellent against slow-moving targets. For a "tank" Core, Y2K Bug can get around pretty well, even boosting through the air for decent distances. However, like all tanks, this Core is weak against fast, hit-and-run opponents—use it against the heavyweight Cores for a more balanced fight.



If you're an Armored Core fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

*Tips & Tricks* Armored Core Designs  
8484 Wilshire Blvd.  
Suite 900  
Beverly Hills, CA 90211

Now you can submit your Core designs online, on the Core Dump's Hard Core Submissions forum! Set your web browser to: <http://www.ac-core-dump.net/cgi-bin/ikonboard/fikonboard.cgi>

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. Note: I'm keeping an eye out for Core designs that excel in specific areas: i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in the trash.

## Armored Core 2 Designs

### Desert Storm

Designed by Hanzel Roush of Lewistown, Pennsylvania



**Parts**  
Head: EHD-GN-92  
Core: ZCH-GR/1  
Arms: EAN-50  
Legs: ELN-STVM  
Boosters: ZBT-Z1/ARTERE  
FCS: VERTEX-750W  
Generator: HOY-B1000  
Radiator: RRX-COT-GK10

Inside: N/A

Extension: BEX-BRM-04 Relation Missile

Back Unit R: ZWC-LQ/2552 Laser Cannon

Back Unit L: EWC-GN-81 Grenade Launcher

Arm Unit R: KARASAWA-MK2 Laser Rifle

Arm Unit L: ELS-7880 Laser Blade

Option Parts: SP-CLR-K

#### Color Scheme (Head)

Base: Red: 94, Green: 75, Blue: 30

Aid: Red: 0, Green: 0, Blue: 0

Optional: Red: 31, Green: 31, Blue: 31

Detail: Red: 200, Green: 0, Blue: 0

Joint: Red: 0, Green: 0, Blue: 0

#### Color Scheme (Core)

Base: Red: 94, Green: 75, Blue: 30

Aid: Red: 0, Green: 0, Blue: 0

Optional: Red: 0, Green: 0, Blue: 0

Detail: Red: 0, Green: 0, Blue: 0

Joint: Red: 0, Green: 0, Blue: 0

#### Color Scheme (Arms)

Base: Red: 94, Green: 75, Blue: 30

Aid: Red: 0, Green: 0, Blue: 0

Optional: Red: 0, Green: 0, Blue: 0

Detail: Red: 0, Green: 0, Blue: 0

Joint: Red: 0, Green: 0, Blue: 0

#### Color Scheme (Legs)

Base: Red: 94, Green: 75, Blue: 30

Aid: Red: 0, Green: 0, Blue: 0

Optional: Red: 0, Green: 0, Blue: 0

Detail: Red: 100, Green: 0, Blue: 0

Joint: Red: 0, Green: 0, Blue: 0

#### Performance

Armor Points: 9534

Weight: 11033

Price: \$48,800

Desert-themed Core designs dominate this month's AC2 section. Think of it as our "what if we used giant robots in our war on terrorism" edition. Desert Storm is a heavy-weight Core designed with maximum firepower in mind. The Karasawa, while not the ultimate weapon that is was in Master of Arena, is still a powerhouse; combined with the laser cannon and grenade launcher, Desert Storm can really hand out the hurt. The only problem with this setup: Welding three relatively slow-firing weapons against an opponent piloting a fast Core could become a problem. Mobility is an issue as well, since both back weapons require Desert Storm to fire from a stationary position. Still, for overall damage-dealing ability, Desert Storm is a solid Core.



Grade: **EXCELLENT**

### Desert Wolf

Designed by Channing Halford of Waterproof, Louisiana



**Parts**  
Head: EHD-NIGHTEYE  
Core: ZCH-GR-1  
Arms: EAN-2112  
Legs: ELN-STVM  
Boosters: ZBT-Z1/ARTERE  
FCS: DOX-ELENA  
Generator: GPS-BVX/10  
Radiator: RPS-MBU/MKO

Inside: N/A

Extension: N/A

Back Unit R: EWC-CNG4000 Chain Gun

Back Unit L: ZWM-M24/IMU Multi-Missile

Arm Unit R: ZWG-SRF8 Sniper Rifle

Arm Unit L: ELS-2772 Laser Blade

Option Parts: N/A

#### Color Scheme (General)

Base: Red: 200, Green: 146, Blue: 99

Aid: Red: 200, Green: 146, Blue: 99

Optional: Red: 200, Green: 146, Blue: 99

Detail: Red: 200, Green: 146, Blue: 99

Joint: Red: 200, Green: 146, Blue: 99

#### Performance

Armor Points: 9565

Weight: 9968

Price: 602,900

Grade: **GREAT**

Desert Wolf is a well-rounded Core with both long and short-range capabilities. The sniper rifle hits hard and fast, often nailing opponents before they even know where you are. Multi-missiles are great for chasing down an opponent who's on the run, while the chain gun is great for harassing enemy Cores from medium to short range. Stay on the move and keep your distance while playing as Desert Wolf to maximize the usefulness of the sniper rifle. Keep the heat on with the missiles and try to position yourself to make a surprise strike with the chain gun; that'll keep the opponent on the run.



### WHAT'S IN A NAME?

The Top Five Core Names Submitted to *Hard Core*

- 5) Tallgeese**—Apparently the least popular of the many, many Gundam-inspired designs I get every month, I usually find two or three Tallgeese Cores in each month's mailbag.
- 4) Chaos**—I'm not sure if this is based on anything in particular, but I get a heck of a lot of Cores named Chaos, about four each month.
- 3) Wing Zero**—Gundam is getting more and more popular in the states, and it's reflected in the number of Cores named Wing Zero that I get each month.
- 2) Reaper**—Always popular, Cores named Reaper (or variants such as Grim Reaper, Dark Reaper, Reaver, etc.) just seem to keep pouring in.
- 1) Omega**—In the last batch of submissions alone, there were six different Cores named Omega or a variant thereof...including one called Omega Ω. (For those of you not up to speed on your Greek alphabet, that translates into the redundant "Omega Omega.")



TIPS &amp; TRICKS

## Tournament Report

by  
Jason Wilson

Sponsored by



www.tournament.com

## Seattle Owns Marvel vs. Capcom 2...Again!

**O**n February 25, BB rabid Marvel vs. Capcom 2 fans from all over the West Coast made their way to Southern Hills Golfland in Stanton, California for another huge MVC2 tournament! Rodolfo Castro from Seattle had handled the locals pretty well in the last tournament and proved it was no fluke, winning \$500 in cash and tokens with his first-place finish! Here are the rest of the results:

**1st Place**—Rodolfo Castro, Seattle, WA (Cable, Sentinel, Magneto)

**2nd Place**—Duc Do, San Bernardino, CA (random teams with Spiral)

**3rd Place**—Long "ShadyK" Tran, San Diego, CA (random teams with Magneto)

**4th Place**—J. Larazu, Los Angeles, CA (Magneto, Psylocke, Storm)



## TEKKEN 4 NATIONALS



The participants were top finishers at 12 predetermined regional

qualifying tournaments held in January. The top three finishers at each tournament were guaranteed a spot in Las Vegas for a chance to compete with the best in the USA! Northern California's Bronson Tran claimed the National Tekken 4 Championship that day, beating Atlanta's Josh Park 4-1, 4-1 after being sent to

For a chance to win a dedicated Tekken 4 arcade cabinet from the fine folks at Namco, 32 regional qualifiers converged on Las Vegas, Nevada on February 9 to compete in the Tekken 4 National Championships held at the Time-Out arcade inside the Orleans Casino.



the loser's bracket by Park in a previous meeting. Park made a very strong showing throughout the tournament with Jin and Paul (playing one game with Lei in the finals) and went under-



teated in the winner's bracket. Bronson's Julia was too much for Josh, though; using the character exclusively against him, Tran won eight out of ten games. Special thanks to Joey Cuellar, Jason Arney and Namco for all their hard work!

**1st Place**—Bronson Tran, Sunnyvale, CA (Julia)

**2nd Place**—Josh Park, Atlanta, GA (Jin, Paul)

**3rd Place**—Andy Lim, San Jose, CA (Steve, L.I.)

**4th Place**—Thomas Kim, Stanton, CA (Paul)

**5th Place**—Antonio Carmona, Racine, WI (Jin)

## United States Top 10 Player Rankings

(Rankings based on previous tournament performances, compiled by TIPS & TRICKS Magazine. Please note: You must be actively participating in tournaments to be considered a "ranked" player.)

## Capcom vs. SNK 2 Top 10 Players

1. Jason Nelson (Golfland USA, Sunnyvale, CA)
2. John Choi (Golfland USA, Sunnyvale, CA)
3. Eddie Lee (Chinatown Fair, New York, NY)
4. Ben "Tragic" Curreton (Golfland USA, Sunnyvale, CA)
5. Jason Cole (Golfland USA, Sunnyvale, CA)
6. JFL (Trix Amusement, Montreal, Canada)
7. Julian Robinson (University Pinball, Philadelphia, PA)
8. (tie) Sanford Kelly (Chinatown Fair, New York, NY)
9. (tie) Arturo Sanchez (Chinatown Fair, New York, NY)
9. Peter Rosas (College Arcade, Los Angeles, CA)
10. Duc Do (James Games/Southern Hills Golfland, Upland, CA/Stanton, CA)

## Marvel vs. Capcom 2 Top 10 Players

1. Justin Wang (Chinatown Fair, New York, NY)
2. Alex Valle (Southern Hills Golfland, Stanton, CA)
3. Jay "Vikant" Snyder (Nickel City, La Jolla, CA)
4. Rodolfo Castro (University of Washington, Seattle, WA)
5. Duc Do (James Games/Southern Hills Golfland, Upland, CA/Stanton, CA)
6. Wicky Ortiz (Golfland USA, Sunnyvale, CA)
7. Sanford Kelly (Chinatown Fair, New York, NY)
8. Long "ShadyK" Tran (Nickel City, La Jolla, CA)
9. Soo Young (All Amusement Center, Burbank, CA)
10. Peter Rosas (College Arcade, Los Angeles, CA)

# B5 Tournament DVD

With over 500 players attending, the B5 2001 Street Fighter Championship was the largest Street Fighter tournament ever held in the United States! Participants from Japan, Canada, Europe, Australia and (of course) the U.S. faced-off in incredibly fierce competition—and it's all been documented in a new DVD. Want to see how the big boys play? The diligent staff of [www.shoryuken.com](http://www.shoryuken.com) has taken the very best matches from the tournament and preserved them on the official B5 Tournament DVD. The two-sided DVD comes in a clear plastic jewel case and features over six hours of competition on Marvel vs. Capcom 2, Super Street Fighter II Turbo, Street

Fighter Alpha 3 and Capcom vs. SNK. Also included is behind-the-scenes footage of the players and staff of the B5 tournament, with player interviews and in-game commentary, plus bonus coverage of the Y2K U.S. vs. Japan Street Fighter III: 3rd Strike tournament. For those of you who have never been to a tournament, the footage definitely gives you a sense of what it's like to be there. To order the DVD by mail, send a check or money order for \$33.50 (payable



to "SRKK") to the following address:

SRKK: B5 DVD  
979 Pinto Palm Tr. #7  
Sunnyvale, CA 94087

**International orders:** If you're ordering from outside of the United States, your payment must be in the form of an International Postal Money Order for \$33.50 in U.S. dollars.

## TOURNAMENT CALENDAR

### April 20-21, 2002

#### 2002 Midwest Video Game Championships

Contact: Family Fun Center  
7052 Dodge Street  
Omaha, NE 68132  
(402) 554-0306

The 2002 Midwest Video Game Championships will include tournaments in Capcom vs. SNK 2, Street Fighter III: 3rd Strike, Marvel vs. Capcom 2 and Tekken 4. There will also be a freestyle Dance Dance Revolution tournament as well as a double-elimination "Battle Mode" tournament on Guitar Freaks and Beatmania II DX Sth Mix! This event will feature cash and prizes, and the results will be published in the next edition of the Twin Galaxies Official Video Game & Pinball Book of World Records.

### May 25-26, 2002

#### East Coast Championships VII

Contact: Eight on the Break  
340-346 North Ave.  
Dunellen, NJ 08812  
(732) 752-8880

Tournaments will be held on the following games: Super Street Fighter II Turbo, Marvel vs. Capcom 2 and Capcom vs. SNK 2. A \$10 entrance fee is required for each tournament. 70% of the tournament fees will be distributed among the top three competitors in each game.

### June 21-23, 2002

#### 2002 Midwest Street Fighter Championships

Contact: Capcom's Nickel City  
555 Waukegan Road  
Northbrook, IL 60062  
(847) 559-8727

Double-elimination tournaments will take place at the following times:

Friday 12:00 PM—Street Fighter Alpha 2

Friday 3:00 PM—Street Fighter Alpha 3

Friday 7:00 PM—Street Fighter III: 3rd Strike

Saturday 12:00 PM—Capcom vs. SNK 2

Saturday 7:00 PM—Super Street Fighter II Turbo

Sunday 12:00 PM—Marvel vs. Capcom 2

There will be a \$10 entrance fee for each tournament, plus a \$2 fee each day to get into the location, where all games run on nickels! The top three winners of each tournament will receive cash plus Dreamcast or PlayStation 2 or Xbox games. 50% of all the tournament entry fees will also be awarded to the first-place winner of each tournament.

### August 9-11, 2002

#### Evolution: 2002 International Street Fighter Championships

Contact: Xscape Arcade  
UCLA Student Union  
Ackerman Ballroom  
308 Westwood Plaza  
Los Angeles, CA 90095  
(310) 206-0829

Formerly known as the "B5," this tournament is tentatively scheduled to include Super Street Fighter II Turbo, Capcom vs. SNK 2 and Marvel vs. Capcom 2. Cash prizes will be awarded to the top three players in each tournament.

### RECURRING TOURNAMENTS

#### Capcom vs. SNK 2 Bi-Weekly Tournaments

Contact: Goffland USA  
855 E. 81 Camino Real  
Sunnyvale, CA 94087  
(408) 245-1322

#### Flipper's Amusement Center Tournaments

Contact: Flipper's Amusement Center  
8364 Mills Dr.  
Miami, FL 33183  
(305) 273-0381

Flipper's Amusement Center holds various weekly tournaments in The Grid, Capcom vs. SNK, Capcom vs. SNK 2, Marvel vs. Capcom 2 and Street Fighter III: 3rd Strike.

#### Eight on the Break Tournaments

Contact: Eight on the Break  
340-346 North Ave.  
Dunellen, NJ 08812  
(732) 752-8880

Eight on the Break holds tournaments twice a week on Marvel vs. Capcom 2, Tekken 4, Capcom vs. SNK 2 and others.

#### Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4 Monthly Tournaments

Contact: George Alfonso  
All Amusement Fun Center  
7888 Van Nuys Blvd.  
Van Nuys, CA 91402  
(818) 756-0550

The All Amusement Centers in Burbank and Van Nuys hold various player-sponsored monthly tournaments on these three games.

#### Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4 Monthly Tournaments

Contact: Southern Hills Goffland  
12611 Beach Blvd.  
Stanton, CA 90680  
(714) 895-4550

Southern Hills Goffland, the site of various national video-game tournaments, currently holds monthly tournaments on the games listed above with cash and tokens awarded for the top three spots.

#### Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4 Monthly Tournaments

Contact: University Pinball  
4006 Spruce St.  
Philadelphia, PA 19104  
(215) 387-3923

The home of many Street Fighter and Tekken tournaments in the past, University Pinball currently holds bi-weekly tournaments in Marvel vs. Capcom 2, Capcom vs. SNK 2 and Tekken 4. Cash prizes awarded to the top three spots.



# Tournament Report

## COLLECTOR'S CLOSET

by Joe Santulli

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!



## THE LAST DAYS OF DREAMCAST

One of the things that draws video-game collectors to a goal is the remote possibility that they can eventually obtain every title on a game system, thereby making that collection complete. If the system's library is generally of a high quality, all the better. If the games are cheap, too...well, then it's just a "gimme." The last days of the Sega Dreamcast are upon us, and if you've been hedging about collecting for this system or are considering purchasing one, now is the time! The very last game to be released stateside, *NHL 2K2*, arrived in February, putting an exclamation point on a library that is as diverse as it is enjoyable. As with any system that's being replaced by the next great thing, retailers have been slowly moving Dreamcast stock to the back of the store...and soon, entirely out of it. If you've been looking, you probably already noticed that easily over 100 of the systems' 250-odd titles could be purchased for \$10 or less. Yummy. Online retailers are blowing them out as well, and a few collectors I've talked to in recent weeks have managed to amass quite a library of games for just a fraction of what they would have paid had they been buying Dreamcast games a year or so ago. Best of all, the games are typically very good. Sure, there are some duds in there, but you'll rarely be disappointed at under \$10 a game. Listed below are the top 20 "speculated rare" titles on this system. Keep in mind that at this time, you should never be pay-

ing more than the original retail price for any Dreamcast game. Several titles are holding their value at present, especially *Marvel vs. Capcom 2* and *Grand Theft Auto 2*. Titles on this list should be the first you grab if you're looking for the games that may be rare in the future. The list includes late releases, RPGs, "Limited Edition" titles and games that had limited production runs (like *Bangai-o* and *Record of Lodoss War*; reportedly, only 10,000 copies of each were pressed).

## TOP 20 "RARE" DREAMCAST GAMES



*Aerowings 2: Airstrike*  
*Bangai-o*  
*Confidential Mission*  
*Dead or Alive 2*  
*Grand Theft Auto 2*  
*Gundam Side Story 0079*  
*Marvel vs. Capcom 2*  
*NHL 2K2*  
*Outrigger*  
*Phantasy Star Online Ver. 2*  
*Power Stone 2*  
*Record of Lodoss War*  
*Shermoe Limited Edition*  
*Skies of Arcadia*  
*Soldier of Fortune*  
*Sonic Adventure 2*  
*Sonic Adventure Limited Edition*  
*Tokyo Xtreme Racer 2*  
*The Typing of the Dead*  
*Virtual On: Oratorio Tangram*

With regard to gameplay, you can't go wrong with the following list of titles. This top 20 list was compiled by a large group of avid Dreamcast players. It was tough coming up with just 20 in a library where 80% of the games are at least "above average," but this is a sure-fire list of hits:

## TOP 20 "BEST" DREAMCAST GAMES



*Bomberman Online*  
*Chu Chu Rocket*  
*Crazy Taxi 2*  
*Grandia II*  
*The House of the Dead 2*  
*Jet Grind Radio*  
*Mars Matrix*  
*Marvel vs. Capcom 2*  
*Mr. Driller*  
*NBA 2K2*  
*NFL 2K2*  
*Phantasy Star Online series*  
*Power Stone 2*  
*Quake III Arena*  
*Shermoe*  
*Skies of Arcadia*  
*Sonic Adventure 2*  
*Soul Calibur*  
*Tennis 2K2*  
*The Typing of the Dead*

There are many other reasons to like the Dreamcast. Most of the online games are still active and fun to play, there are excellent import-only titles still available through online retailers (*Shermoe II* in Europe and *Samba de Amigo 2000* in Japan, for example) and the hardware is well designed—you NEED a fishing controller for this system! The hardware is also easy to come by, with one



possible exception: the *Samba de Amigo* Maracas Controller set, which was not packaged with the game and is quickly becoming scarce. You probably won't be able to find a brand-new Dreamcast console in a store anymore, but you can still get them online—and used ones turn up in local game stores pretty frequently as well. Keep an eye out for the limited-edition Sega Sports model; this all-black Dreamcast will get harder to find as the months pass.





# THE UNHOLY GRAILS OF COLLECTING

Last month I covered a few games that can truly be called "holy grails" in your collection—titles that are both highly sought after and very scarce. Unfortunately, mythology sometimes permeates the collecting scene and games that really should NOT be considered rare get over-inflated by rumor and misinformed word-of-mouth. In this segment, I'll cover a few of the "unholy grails," those games that you should not be sinking big money into no matter what anyone tells you.



## • Tetris

(Tengen for the Nintendo Entertainment System)

Here's a game steeped in mystery and speculation. Originally designed in the Soviet Union, Tetris was published for the NES by Tengen, which had acquired the rights to produce the game through a computer game publisher called Mirrorsoft. Nintendo later licensed the game directly from the Soviets after proving that Mirrorsoft did not have the right to license Tetris for home game consoles. As a result, Nintendo produced its own edition of Tetris for the NES, forcing Tengen to stop production of its version and remove the game from store shelves. This is why the Nintendo version is much more commonly seen "in the wild," but you rarely see the Tengen version. For quite some time, the gaming community was under the impression that this game was particularly scarce; sellers were getting upwards of \$100 just for a loose game cartridge with no box or instruction manual. As time passed, it became clear that Tengen's Tetris is not nearly as hard to find as originally thought. It's not common by any means, but there's no reason to justify paying more than \$50 for a "complete" copy.



## • Chase the Chuck Wagon

(Spectravision for the Atari 2600)

In a rather interesting distribution scheme, Ralston Purina offered this game to its customers via mail order only and the game became instantly known as a "holy grail." Not so fast there, Sparky! Check on the eBay online auction service on any given day and you'll find one or two of these bad boys. Real "holy grails" should rarely, if ever, appear on eBay auctions. I know quite a few Atari 2600 collectors, and almost all of them own this game.



## • Akumajo Dracula X: Chi no Rondo

(Konami for the NEC PC Engine)

Perhaps the most common kinds of false treasures are the ones that get there due to high demand. The demand is typically fueled by good game reviews, word of mouth and historical quality.

Dracula X, an important chapter in the Castlevania series which was only released in Japan for the PC Engine system (a.k.a. TurboGrafx-16/Duo) has all of those things. As a result, when you encounter this game, it's pretty common to see a price tag of \$100 or more on it. Unfortunately, that price is not likely to come down, unless the supply suddenly becomes plentiful the way Tengen's Tetris has. Education eventually puts out the fires, but there's no guarantee that the brain police will show up on this one.



## • Phantasy Star

(Sega for the Sega Master System)

I'm hoping that the collecting world is waking up again on this one. For a long time, Phantasy Star was as easy to find as any other game for Sega's 8-bit Master System. A few years ago, I started to see the word "rare" used in conjunction with the title... and as recently as a year

ago, people were paying upwards of \$75 for a complete copy with box and instructions. That's just nuts. If you're going to plunk down that kind of money on a Master System game, you should concentrate on the titles that are much harder to find, like *Slap Shot* or *Buster Douglas Boxing* (I'm not kidding). More recently, the prices have fluctuated and you should have no problem getting one for \$30. It's a good game and worth that.



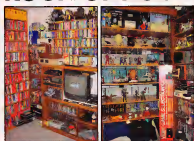
## • Final Fantasy II

(Squaresoft for the Super Nintendo Entertainment System)

You should always be suspicious when you search for a game and you find it EVERYWHERE for any price. Both *Final Fantasy II* and *III* for the

Super NES typically fetch upwards of \$100 when they're complete with box and manual... and that's just wrong. Just this morning I did a quick search on eBay and found 34 active auctions for a Super NES *Final Fantasy II* game. What should happen here is what we saw with *Tetris*: Eventually, everyone who wants the game will buy one, and maybe a second one to trade or sell later. Then, when there are still 30+ available in online auctions and everyone's got one, you'll see the price drop back down. I'll add a disclaimer here: Square role-playing titles almost always hold their value, especially the cartridge-based games. If you can find a complete copy of *Final Fantasy II* or *III* for \$50 or so, then you've made a solid investment. If you paid more for it, then just remember later. I told you so.

## ROOM OF DOOM



This month's "Room of Doom" belongs to Rich Bubik of New Berlin, Wisconsin. Rich's collection contains over 3,300 unique games for over 30 systems, including 425 Atari 2600 carts, a complete APF-M1000 collection (with the Imagination Machine), a Sears Atari in-store demo console, a complete Genesis 32X collection, 200 Saturn games, 400 Genesis titles and 675 NES carts.

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tin & Taz*: Collector's Closet. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *Tin & Taz*, 8484 Wilshire Blvd., Suite 300, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.



# 日本 JAPAN REPORT!

by Anatole Brown

## The Battle Network

On March 4th, a new Rockman cartoon hit the airwaves (the character is known in the U.S. as Mega Man, of course). Based on the popular Game Boy Advance series Rockman EXE (Mega Man Battle Network), the show has been airing every Monday night from 6:30 to 7:00 PM. It's the year 200X and the whole world has been fully



integrated into the Net—to the point where every person has a virtual counterpart called a Net Navi. An evil organization of hackers known as World-3 (WWW) plots to infect the whole network with deadly computer viruses. Hikari, a young fifth grader, creates the ultimate Net Navi to battle World-3. The Net Navi is none other than Rockman and his mission is to rid the network of World-3's digital minions. Go, Blue Bomber!



## METAL GEAR KUBRICK



Some of you may be aware of Kubrick, the Lego-like figures from Japanese toymaker Medicom Toys. These little guys have become hot collector's items in Japan, especially with their off-kilter licenses like Planet of the Apes, Reservoir Dogs, Devilman and The Blair Witch Project. The most recent Kubrick series (number 59) to hit stores is the Metal Gear Solid 2 line-up, featuring Solid Snake, Olga, Revolver Ocelot, Otacon and two types of enemy soldiers. Each one costs 480 yen and comes with removable accessories and weapons. Collect them all!

## TRIFORCE POWER

With the sagging interest in arcades in both Japan and the U.S., many Japanese game companies that would have never worked together in the past have been joining forces to rejuvenate the arcade business. Three big industry heavyweights—Namco, Sega and Nintendo—just announced a joint project, appropriately named the Triforce board. The architecture of the board is very similar to that of the Nintendo GameCube. The three companies hope that the Triforce board will encourage software developers to create more arcade titles in the future. There are also plans to create more games that interact with the home and arcade versions of the same title. Support your local arcade!



## Final Fantasy Unlimited



Another video game-based cartoon that's been airing on Japanese TV is Final Fantasy Unlimited. Like the Final Fantasy games, the cartoon features a whole new Final Fantasy saga with

brand new characters. FFU follows the adventures of Kaze and Lisa as they seek the elusive and mysterious power called "Unlimited". The show keeps in line with the Final Fantasy spirit with plenty of Chocobos, airships and (naturally) a peripheral character named Cid. Final Fantasy Unlimited airs every Tuesday night from 6:30 to 7:00 PM in Japan.



## The Typing of the Harrier



Speed-typing must be a native pastime in Japan, judging from all the recent typing games that have come out over the last couple of years. We've all seen The Typing of the Dead for the Dreamcast and we've also shown you Typing Fighter II (Japan Report, July 2000), a PC game based on Street Fighter II. Now comes Typing Space Harrier from Sega for the PC! The game is identical to the classic space shooter, except you have to speed-type words that come on the screen in order to destroy oncoming targets. It's great game for salarymen to test their typing skills as they relive the days of arcade glory.

## tekki: mech piloting

Capcom has been busy working on a special Xbox project called Tekki (the tentative title means "Iron Vehicle"). Tekki is a mech-piloting game that puts you



behind the controls of a huge robot called Vertical Tank. The most amazing thing about Tekki is the life-size mech controller; it's almost three times the size of the Xbox! Tekki is planned for a limited release in



Japan this summer and will carry a hefty price tag. Who said the Japanese don't like big controllers?



# interview with yu suzuki—sega am2

**TIPS & TRICKS** Senior Editor Ara Shirinian recently had a chance to sit down with Sega's Yu Suzuki, creator of dozens of Sega hits including *Shenmue* and the *Virtua Fighter* series.

**TIPS & TRICKS:** Lately, we have seen more and more cinematic elements appearing in video games. For example, titles like *Metal Gear Solid 2*, *Final Fantasy X* and *Shenmue* contain a lot more non-interactive scenes than most games had ten years ago. Do you think this trend will continue?

**Yu Suzuki:** One of the reasons for this is the rapid improvement in game hardware that the industry has been experiencing. All of a sudden, developers can do almost anything they want to. If you do something new that nobody has done before, then honestly your product will sell better. Since ten years ago it wasn't possible to make movie-like games, that's why we are seeing a lot of this now. However, I don't think that these kind of games will continue for very long. Interaction is the basis of games, so long non-interactive sequences are not ideal. Right now it's difficult to make high-quality interactive sequences, so that's why many developers are sticking with high-quality graphics at the cost of interactivity. As hardware continues to advance, developers will start leading toward high quality interactive sequences.

**T&T:** Do you think that this is a good trend or a bad trend?

**Y.S.:** For the creators of the games, it might be a good thing, because they could learn about moviemaking. And since those types of games are selling well right now, that usually means that players still enjoy it.

**T&T:** Generally speaking, the controllers for console systems have become more complicated over time, with more and more buttons, analog functions and so on. Certainly there has to be a limit to how much the average player can handle in an interface. I can tell from a lot of the designs in your games that you're sensitive to this issue. What do you think is going to be happening in the next couple of years to mechanical video game interfaces?

**Y.S.:** Looking at the PlayStation 2 controller, this is pretty much the limit. But even with this current controller, if the game you were playing utilized every single button, that would get to be pretty difficult. I don't think that it will get more complex than this. For most games, since it is really difficult to try to use all of the buttons, depending on the type of game it is, the designers pick and choose which buttons they want. In the future I think there will be new types of sensors as part of the controller interface. For example, something that measured your heart rate or brain waves. You could also have fun with games if you had a sensor that could tell if you were a man or a woman. You could use a variety of different kinds of sensors as input mechanisms. Without making the interface perceptibly more complex, they could still allow the game to receive more input from the user.

**T&T:** In fighting games like the *Virtua Fighter* series, the difference of skill between expert players and beginners seems to be fairly large compared to most other genres. Do you think that this discourages less skilled players? For example, I personally don't play too many fighting games because they require one to spend a lot of time just to become competent.

**Y.S.:** If your main objective is to win, then yes, it is difficult. To become the number one player out of a group of ten, you probably have to practice the most out of that group, but if your main objective isn't to win but it is just to have fun and enjoy the game, then it's probably not so difficult.

**T&T:** What can the designer of a fighting game do to accommodate the beginner players and make it seem not so difficult?

**Y.S.:** First of all, in *Virtua Fighter 4* there is the training mode, but that can be boring if it's just for practicing moves. It's important to have a training mode where the user can actually enjoy playing for longer periods of time. So, there are also objectives that the player can complete. Also, there is the handicap adjust option.



## SEGA-AM2

**T&T:** There have been a few attempts to use head-mounted displays as a part of arcade game interfaces in the past, but it doesn't seem like the technology has been very successful. Do you think that head-mounted displays will be a viable gaming interface within the next five years?

**Y.S.:** I don't know if it will be within five years from now, but I feel very strongly that at some point in the future that will become necessary. Head-mounted displays are really close to the human's eyes, and humans aren't used to focusing on something that close. So, regardless of the instrument's picture quality or weight, forcing the human eye to constantly focus on an image so closely will still be a problem. As soon as someone develops a display which tricks either your eyes or your brain—or both—into thinking that you're actually looking far away, then I think that the head-mounted displays will come back. Otherwise we would have to make these giant displays on our heads (makes hand motion to outline a giant head-mounted display).

**T&T:** Are computer graphics computationally unbounded? In other words, do you think that computer graphics will require ever-increasing amounts of computation, or will they level off at some point?

**Y.S.:** There's a constant need for more power; even if we had a million times the power we have now, it still wouldn't be enough. So, let's say that there's a high-end CG, and it takes three hours to fully render one frame. If that were the case, to compute a one-minute animation sequence, it would require three hours times 60 frames times 60 seconds, which is 450 days! For the types of animation that we do, sometimes we end up taking an entire day. For certain things, it makes me wonder what would happen if we spent two weeks rendering!

**T&T:** Multiplayer network gaming is starting to become very popular now, especially for consoles. It seems like for most kinds of games that I can think of, everyone is either asking about or already planning on making a multiplayer network version. Do you think that network gaming could ever permanently replace single-player games?

**Y.S.:** I don't think that it's possible. Those are two separate things, because some people just want to play games by themselves. Even if you like ordinary games, sometimes you just want to play alone.



Spring is in the air...but there's one section of *Tes & Trics* where it's chilly all year 'round. It's that crazy back-of-the-magazine catch-all feature we call...

# COOL ZONE



Like the Japanese Barcode Battler **4** crane of the early '90s, Radica's handheld Scannerz unit can create monsters with the data you scan from the barcode of any product package—CD cases, soap cans, candy bar wrappers, you name it. You can then save the monsters and use 'em in battle against your friends or computer-controlled opponents. Some barcodes generate items that your monsters can equip or use in combat. Check out our *Tes & Trics* exclusive Barcode!



If you need some extra GameCube controllers to mix it up with your friends in *Super Smash Bros. Melee*—but you don't want to shell out \$35 a pop for the official Nintendo Jobbles—Gamester's \$19.99 Banoff controller is an acceptable, less costly alternative.



Here's the perfect gift for Nintendo fans who get all misty-eyed when they get nostalgic for the glory days of the NES. The *Super Mario Bros. Super Show: Mario's Greatest Movie Moments* is a new DVD from Trimark Home Video that includes six Mario cartoons and two Zelda cartoons from the 1989 syndicated TV show hosted by former wrestler "Captain" Lou Albano. There's also an interactive trivia quiz; if you answer all of the questions correctly you get to watch a bonus Mario cartoon. Corny, but fun. Try messing with the hue and saturation on your TV during the Legend of Zelda segments; if you tweak it just right, you can make it look like Princess Zelda isn't wearing any pants.



The Nintendo 64 may be on its way out, but you can now purchase a lovely memento of one of its finest games, *Perfect Dark*, for about \$36. This fully-articulated 12-inch Joanna Dark figure from bbi comes in two flavors; one has body armor and the other has a black leather jumpsuit.

Another weird innovation product that you just can't get anywhere else: the "VGA Box" allows you to hook up your PlayStation or PS2 to any standard VGA computer monitor. A "source"



button allows you to switch between your computer and game system so you don't have to keep disconnecting cables. The unit is powered by a cable that draws juice from the memory card slot of your PS one or PS2! Freaky.



As far as we know, the TechnoSource Keychain Controller is the smallest PlayStation/PS2 controller ever made. You can detach the five-foot cable, fold the controller in half and clip it on your keyring! On sale at a toy store near you for under \$10.

## EXCLUSIVE SKANNERZ BARCODE!



Scan in this barcode to unlock the top-secret monster, Orbit! Unlike most monsters, this barcode works with all three tribes (Zendra, Pataak and Ujaku)!

# EXCLUSIVE TIPS & TRICKS Merchandise!



## TIPS & TRICKS Logo Cap

Keep your head in the game with this premium-quality "Flex-Fit" baseball cap featuring 3-D embroidered *Tips & Tricks* logo and two-tone sandwich brim.

Color: Black/Red/White  
Materials: Polyester,  
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**FREE  
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EVERY  
BACKPACK!**  
(while supplies last)



## TIPS & TRICKS Mobile Gamer's Backpack

Take your game on the road with the multi-functional *Tips & Tricks* backpack. The large main compartment is perfect for carrying your game system, books or clothes. Padded back gives additional comfort and support. Adjustable shoulder straps are extra-wide and padded for easy carrying. Front pocket with organizer panel makes smaller stuff easy to locate (games, memory cards, pens, keys, etc.). Quick-grab loop on top and mesh outer pockets on front and sides.

Dimensions: 18" x 13" x 8"  
Materials: Nylon



## SUPPLIES ARE VERY LIMITED— ORDER NOW!

Send check or money order (U.S. funds only) to:  
*Tips & Tricks*—LFP Merchandising  
P.O. Box 17317  
Beverly Hills, CA 90209

To place an order by phone, call 1-877-325-6464  
(credit card purchases only).

Sorry, we can only fulfill orders within the U.S.  
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Shipping Charge: \$5.00

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			SUBTOTAL	_____
			SHIPPING	+ \$5.00

California residents, add 8.25% TAX

TOTAL ENCLOSED \_\_\_\_\_



Interact's Cheats 'N Codes disc for the Dreamcast is basically a simplified version of the Dreamcast GameShark for a lower price. We've been using it as a "boot disc" to allow us to play the European version of *Shanmue*! Interact should invent a "game save reverter" disc that will hack your North American *Shanmue* save file for use with the sequel; we'd buy that!

To commemorate the one-year anniversary of the Game Boy Advance North American launch date, Nintendo will release this limited-edition platinum-finish GBA unit on June 3 for a suggested retail price of \$79.95. Fans of our monthly Collector's Closet column should look out for this model.



We found these candy-filled Bob-omb figures at a local drugstore; it's great to see obscure Nintendo game characters getting their due! Available in four flavors (lime, strawberry, orange and apple) from Au'soma Candies, Inc., maker of the Game Boy Advance candy container seen in our February issue.



If you have more than one game system hooked up to your TV through the RF antenna input, you may have experienced some signal degradation from having all of those RF adaptors daisy-chained together. Gamestar's convenient "RF Adaptor" gives you three leads that allow you to hook up a PS2, GameCubx and Xbox all together in a single RF unit. Note that you can also use the PS2 lead for the original PlayStation, and the GameCubx connector works with the Nintendo 64 and Super NES.



Innovation's Xtension Cable adds more than six feet to the length of your Xbox controller cable. The package cautions that it won't work with third-party controllers that don't have the "breakaway" connector near the controller plug, but we haven't seen any like that yet. The standard Xbox controller does have a generous 10 feet of cable already protruding from its enormously bloated undatably, but hey; the Xbox is all about good old-fashioned American excess! Why settle for 10 feet when you can have 16?



Sitting on your butt and playing *Tony Hawk* is one thing; standing on Gamestar's Sportsboard controller for the PlayStation2 is quite another. Tilting the board in different directions takes the place of D-pad or analog stick commands. Unfortunately, you still have to hold a regular controller while you play if you want to grind or kickflip. The Sportsboard probably won't improve your scores, but it's fun to mess around with, especially if you need to burn some calories.

THQ sent us this authentic WWF championship belt to promote its new WWF RAW game for the Xbox. At first, we thought it was some crazy promo item created specifically for the game, but apparently any wrestling fan can buy a high-quality WWF belt replica for just a few hundred bucks. This seriously heavy-duty item is produced by Figures Inc. and comes with a protective cloth cover.





● To commemorate its 50th year as an American arcade, Funsport of Weirs Beach, New Hampshire minted this limited-edition collector coin, complete with clear plastic protective shell and black, red velvet case. Also inside is an illustrated booklet that details the history of Funsport with coupons that can be redeemed for \$140 worth of tokens! You can order one for yourself at [www.funsport.com](http://www.funsport.com)—the price is a bit steep, but if you're a local, the coupons alone are worth it. The site of the annual Twin Galaxies Classic Game Tournament, Funsport represents everything that's great about this country's storied arcade industry, which

Tes & Tecca has always been proud to support. Here's to the next 50!



Gamester's Flood Light for Game Boy Advance has a mini-fluorescent bulb that floods the screen with a wide, even beam of light. It's so bright that it will effectively illuminate the screen even when you tilt it way back, far enough to eliminate reflected glare. At \$14.95, this is probably the best GBA light on the market; the only drawback is that you can't physically insert a GameShark while you're using it.



Want a steering wheel controller for your GameCube without spending too much cash or taking up too much space? The Pro Racer from Gamester has a unique pivoting design that gives you precise analog control in games like Smashing Drive, plus you can lock the wheel in place and use it like a regular controller for the rest of your GameCube library.

● The Xbox is not exactly what you'd call a "portable" game system, but with the new G-Pek Organizer and Travel Case from Neik, you can make it so. Load it up with your Xbox console, two controllers, 16 game discs and all of the necessary cables and memory cards—as soon as you

recover from your hernia operation, you're ready to go! It even has ventilated slides so you can pop it down and start playing without even removing the console from the case. MSRP: \$39.99.



● With Sony's new Spider-Man movie exploding at the theater near you, the inevitable merchandising blitz is in full swing. Luckily, some of the stuff is catering to old-school Spidey fans. Like these Spidey Sour Spray containers: it's sour candy liquid that you spray into your mouth. We'll buy anything with a John Romita illustration of Mystero on it.

● Check out these one-inch Jet Set Radio Future pinbacks that Sega made up as promotional items. We would wear them around the office, but we're not allowed to play with sharp objects.



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